

The
Small Computer
Magazine

kilobaud^{T.M.}

Understandable for beginners . . . interesting for experts

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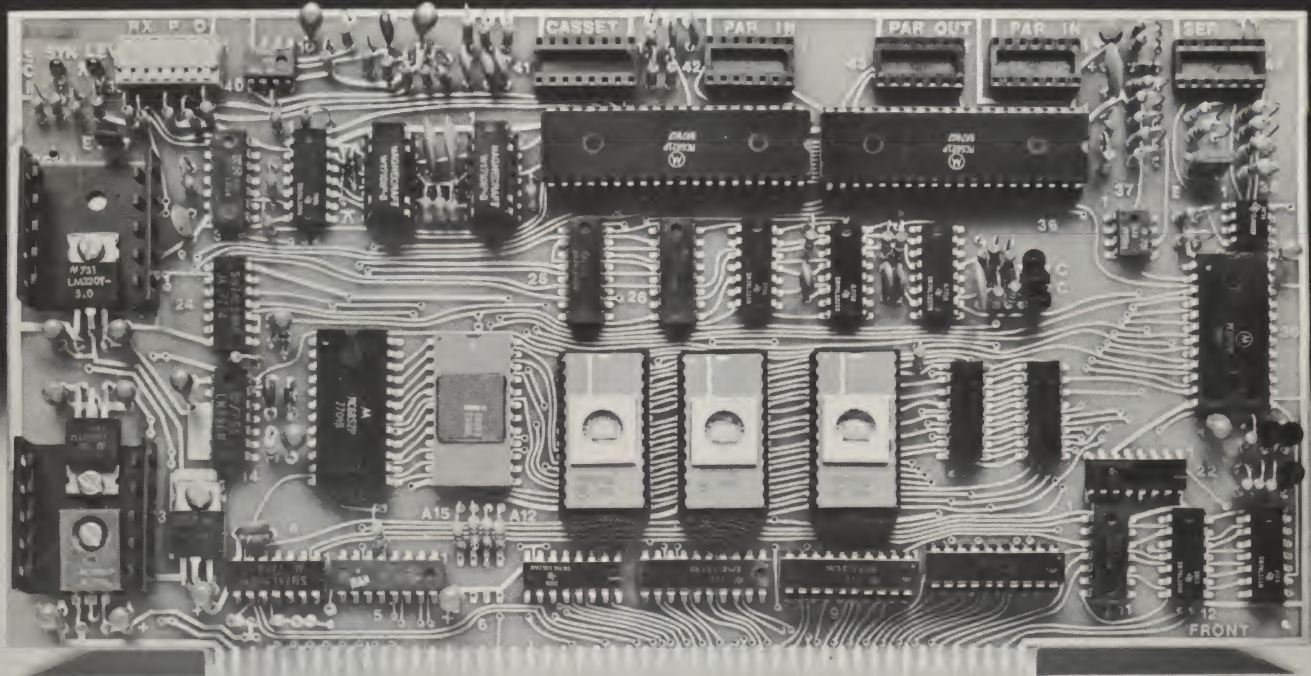
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PUBLISHER'S REMARKS

Wayne Green

Instant Software

We spent much of this summer developing our system for publishing software. No publishing enterprise turns out to be simple, and publishing software is no exception.

The system we've gradually developed works like this: When a program is received for publication, the first step is to log it in and send a confirmation so the author will know we have it. If any of the key elements are missing—such as a cassette with the program on it or documentation that explains what the program is, what it does, and how to use it—the missing elements are requested.

The next step is to check out the program and make sure it works. This is when we compare it with what we already have on hand, watching for duplication.

Then we look over the list of associate editors for the best people to check out this type of program. We make about ten copies of the cassette and documentation and send them out. Associate editors have a week to evaluate the program and send in their recommendations . . . and any improvements they might work out.

If the vote is affirmative, the author is sent a contract and copies of the recommendations from the associate editors. When he has made the changes to the program and is sure it is debugged, we get it back for publication.

A documentation editor writes a final version of the operating instructions, has them set in type and pasted up for printing. The master editor makes the cassette or tape masters for duplication of the program on cassette. This includes adding a short introduction program which quickly confirms that the user's system is working OK . . . and possibly a second section which prints out the instructions for using the program or the rules of a game, if it is a game program.

Then comes the actual program. When this is put into master form, a byte and bit count

is made; this will thereafter be checked against duplicates for quality control.

Then labels have to be designed and produced for the cassettes and the box covers for the program package, the catalog write-ups have to be done and so forth. It's a long process and it takes a lot of people to make it go smoothly and permit the production of more than one program at a time. We're aiming at eventually being able to turn out several new programs per day!

Peterborough, a town of 4500 people, is small, yet it is the hub for this part of the state . . . with a surprising number of larger businesses and shopping facilities . . . and *no* fast-food joints! Not yet, anyway.

Until we build a new plant, we are operating primarily out of our 250-year-old house in Peterborough. We do have three other locations in town, plus one in a neighboring town, for offices and storage. We'd like to get it all under one roof again.

So, rather than have a horde of programmers working here, I've planned it so most of the technical work can be done by freelance people. Our associate editors will evaluate and improve submitted programs . . . for pay. We want to have most submitted programs rewritten to work on as many systems as possible, so this work too will be done free-lance and for a share of the royalty.

Programmers interested in working as associate editors—you should drop me a line listing your equipment and areas of expertise. Those interested in converting programs from one system to another should let me know which formats you can work with. I'll send you further details.

The end result will be to have those people working here who absolutely must be here and to have everyone else work free-lance, thus spreading out the bonanza for many to share.

Our preliminary estimate of the work involved in getting a program published runs to about \$2000 . . . and that does not in-

clude the cost of the cassettes or equipment for producing them. That's just for the time it takes to go through all of the steps that will eventually bring forth the cassette, instruction booklet, box and promotions.

All this takes not only people, but room, too. We are presently expanding into our barn, covering over with plywood paneling the beams that horses gnawed a hundred years ago. Obviously we'll be needing a bigger and better building, but that takes money and time, neither of which is in bountiful supply. Will we build a standard prefab plant along with the other new plants in the area? Or will we be able to build something unusual into the side of a mountain and have it fit into the natural environment? We'll know before long.

If you look over the list of jobs that have to be done to publish a program, you'll no doubt notice that only a few of them require people with microcomputer or even software backgrounds. I originally figured we'd need a lot of programmers, but after discovering that good programmers are exceptionally difficult to find, I worked out a system that would use programming talent only where it actually was needed: at about one step of the process.

Thus, while a background in microcomputers or BASIC programming is in no way harmful, most of the jobs won't really require them. In addition to the primarily clerical jobs of getting the programs ready for publication, we will be needing good people to work at marketing, sales, advertising, promotion, accounting, packaging, shipping, management, customer service, high-speed duplicating, etc. It will be a long time before we have everyone we need, even just to get the project going full swing.

We're looking for several things in the people who work with us. First, they must be non-smokers. Then, while background and intelligence are helpful, the most important second characteristic we need is perseverance . . . the ability to get a job done, despite the difficulties.

Why are we in New Hampshire? Well, a publishing house can be just about anywhere in the country. Most of the business is carried on by mail, UPS and phone, so the location is not of critical importance. When I looked around a few years ago to see where I wanted to locate my business I visited quite a few areas . . . and decided on southern New Hampshire. The tax situation could hardly be better . . .

the climate is superb . . . no smog . . . relatively inexpensive to live . . . not too far from Boston.

Program Documentation

As more and more programs are submitted for publication as Instant Software, it becomes increasingly obvious that some guidelines for documentation are needed. Here they are:

First, we need to know what system your program is designed to be used on. If it is a TRS-80, for example, we need to know if it is Level I or II, and whether 4K or 16K memory.

It will help both in our evaluation and that of our associate editors if there is an explanation of what the program is intended to do. This may be self-evident to you, but it could confuse us. Furthermore, it doesn't hurt to point out any possible benefits to the user the program might have. Will it be entertaining? Perhaps it will save him time or money. Will it educate? Make as complete a list of the sales points for the program as you can.

Next we need to know how to use the program. If it is in sections we need to know what each section does and how to use it. The identical instructions may be made part of the program to help users get used to it, but this won't help speed acceptance of your program by our staff.

It is most helpful if you can include a list of the variables you've used and an indication of any program changes a user might find beneficial, whether to vary the difficulty of a game or to custom-fit it to different peripheral addresses. We also would like to have a byte count for the program so we can be sure it is correctly loaded for our tests. You should include an estimate of the total memory needed by the user so he won't run out of memory in the middle.

If you can provide a printout of the listing and a sample run or two, this will speed things up. It isn't absolutely necessary, but it helps.

We need a statement from you that the program is original in its coding and that it has not been published elsewhere or even submitted elsewhere for publication. We don't want to get into copyright battles . . . nor do you.

If you have any ideas for expansion of the program, let us know. We'll be farming it out to associate editors and they may come up with ideas for changes

that might otherwise net them royalties, so the more complete you make your package the better.

If you have the facilities available for providing your program in a format for any other systems, let us know. We want to put out every program in as many different formats as possible, and we will be paying the highest royalties to authors who provide a variety of formats. If you can't manage other formats, we will be looking for free-lance programmers to convert your program for a share of the royalty on the sales in that format.

Choose Your Publisher Carefully

Several programmers have recently refused buy-outs of their programs by other publishers who made offers in the \$500 to \$1000 range since they preferred to have us publish them. I think we will be able to do a far better job of distribution and support than anyone else . . . and once you make a choice it is not reversible. Probably the worst possible deal is submitting your program for publication in another magazine where you may get a couple hundred dollars . . . period.

Software Numbering System

Each Instant Software program has a number, followed by a letter. The letter indicates which system the cassette is formatted for. Here is the present plan, which is dependent upon the systems now on hand in the *Kilobaud* laboratory.

- A** Apple II
- E** Exidy (same as PT, I think) Sorcerer
- H** Heath H8
- I** Imsai
- M** Mits Altair
- O** Ohio Scientific (Kansas City 1200 baud)
- P** Commodore PET
- R** Radio Shack TRS-80, Levels I and II
- RI** Radio Shack TRS-80, Level I only
- RII** Radio Shack TRS-80, Level II only
- S** Southwest Tech (Kansas City 300 baud)
- T** Tarbell

The Integrated Terminal?

How long will it be before a business terminal, intended for

the executive to check data, will also be used to communicate? By keeping the few extra circuits needed for television use of the monitor, it would be simple to add a two-way TV intercom to an office computer system.

This type of terminal would tie in with my concept of using video cassettes for teaching. All you would have to do would be to have a small TV camera built into the terminal to give you that option.

Until Ma Bell gets video bandwidth phone lines available, we are not likely to use two-way TV communications in many installations for long-distance conversations, but there would be no problem in grabbing a frame of the picture every few seconds and sending slow-scan television pictures along with any voice communications. This could be done using the bandwidths already available.

Cable TV has a lot of promise, but only for local activities. The cables connect facilities to local homes . . . but no further. It would take a Ma Bell-type of long-lines setup to provide the lines and switching required for any serious interstate communications. Cable TV can help local stores take orders via TV and computer . . . can open local elections to more people . . . town meetings where people can attend from home and contribute, etc.

If Ma can convert to glass and laser long lines instead of wires, she will be able to fend off any communications developments via two-way cable. If cable people could start an interconnect service that had the possibility of meeting the need, they might have a chance at the 1990s golden Cadillac. Either way, I see the post office as a loser. I see most

of the mail going electronic . . . it has to.

Study To Be Made

A recent news release says the University of Southern California has gotten a grant from the National Science Foundation to study the effects of the personal computer revolution.

Ugh. More and more I am growing to dislike the use of the term "personal computer." It is vague and means so little without a follow-up definition that it annoys me. I can adjust fine to "small computers" or to "microcomputers," but what is a "personal computer"?

Well, never mind. During the next year or so the USC group is going to try to find out if these computers will raise or lower educational standards. I have a few words on that, putting on my predicting hat . . . kind of cone shaped, much like a dunce cap.

I predict that microcomputers will make possible giant strides in education. Students will be freed from poor teachers and get the best of instruction via computerized courses. These interactive courses will be put together by the best talents in the world.

Whether students will be sitting at something like a TRS-80 or a modified video cassette system remains to be seen. I favor the video approach, and I may just develop enough impact to get such an innovation accepted. I will be trying . . . unless something better comes along.

The development of data bases will help students too. How long will it be before there are services, possibly via the TV cables, that

(continued on page 19)

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One of your responsibilities, as a reader of *Kilobaud*, is to aid and abet the increasing of circulation and advertising, both of which will bring you the same benefit: a larger and even better magazine. You can help by encouraging your friends to subscribe to *Kilobaud*. Remember that subscriptions are guaranteed—money back if not delighted, so no one can lose. You can also help by tearing out one of the cards just inside the back cover and circling the replies you'd like to see: catalogs, spec sheets, etc. Advertisers put a lot of trust in these reader requests for information. To make it even more worth your while to send in the card, a drawing will be held each month and the winner will get a lifetime subscription to *Kilobaud*!

This time around, the winner of a lifetime subscription to *Kilobaud* is Robert Watt of Reseda CA. Congratulations, Bob.

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LEGAL BUSINESS FORUM

Kenneth S. Widelitz
Attorney-at-Law

This month's Forum informs you how your Uncle Sam, not ordinarily thought of as being imbued with the Christmas spirit, can provide you with a little "Christmas gift."

* * *

How would you like a 15 percent (or more) discount on all your computer purchases? Uncle Sam, care of the Internal Revenue Service (IRS), is willing to give it to you. The IRS has gone so far as to set out rules, regulations and procedures for obtaining the subsidy. In order to get it, all you have to do is use your computer in an activity the IRS determines is engaged in for profit (a business), as opposed to an activity not engaged in for a profit (a hobby).

There are three distinct areas in which the IRS will allow you a "rebate" on the purchase of your computer equipment. Two of them are directly tied to the purchase price and life expectancy of the computer equipment itself. The third area is related to the expenses you may deduct in running your activity engaged in for profit, deductions that could otherwise not be taken. First I will describe the subsidies available and then tell you how to obtain them.

Investment Tax Credit and Depreciation

If you do use your computer in an activity that the IRS agrees is one engaged in for profit, you will be allowed an investment tax credit equal to 10 percent of your investment in your microcomputer, peripherals, accessories and other capital assets you have used in the activity. The investment tax credit is about as close to a rebate as you can come. Next April, after you have determined the amount of tax that you owe to the government, but before you painfully write out the check, subtract an amount equal to 10 percent of the purchase price of the equip-

The theory behind the investment tax credit is that it encourages investment. Since you were going to buy your computer anyway, you really don't need that much incentive. However, you can take those savings and buy yourself a few more boards (which will generate more investment tax credit).

The investment tax credit can only be taken in the tax year in which the equipment is purchased. Furthermore, in order for you to qualify for the full 10 percent investment tax credit, the equipment must have a useful life of seven or more years. A seven-year useful life for a microcomputer and peripherals is reasonable and falls within the asset depreciation range guidelines for useful lives established by the IRS.

If the asset has a useful life of more than three years but less than five years, only one-third of full credit is allowed. Two-thirds of full credit is allowed if the life of the asset is more than five years but less than seven years.

The other "rebate" tied directly to the price of the equipment purchased is the benefit obtained from depreciating your microcomputer and peripherals. The simplest way to view depreciation is as a theoretical slush fund you stash away year by year to replace your computer once it wears out. Of course, as a practical matter, with the proper repair and maintenance, the computer may last longer than you do. As with many situations, the IRS does not look at practicalities. There is also no requirement that you actually stash the slush-fund money in the bank.

In order to show you how depreciation works, let's assume that you purchased your microcomputer and peripherals for \$8000. You must depreciate the equipment over the same useful life that you chose for use in computing the investment tax credit. Since you will want the maximum investment tax credit, let's assume a seven-year life for pur-

poses of depreciation. We will further assume that at the end of seven years the equipment will have a salvage value of \$1000; that is, in 1985 your best estimate is that you could sell your computer for \$1000.

Depreciation is calculated by subtracting the salvage value from the purchase price and dividing by the useful life. In our example, you will be able to take \$1000 of depreciation a year (\$8000 purchase price - \$1000 salvage value = \$7000 divided by 7 years equals \$1000 depreciation per year). The foregoing calculation is based upon the straight-line method of depreciation. There are other methods available, some of which will give greater depreciation in the earlier years of an asset's life.

The \$1000-per-year depreciation is subtracted from gross income as an expense in order to determine what the taxable income is, as opposed to the investment tax credit, which is subtracted from the tax liability once it is determined. The dollar benefit you get from depreciation is tied to your tax bracket. That is, if you are in the 50 percent tax bracket and have depreciation of \$1000, you will get an actual cash-flow benefit of \$500. If you are in the 25 percent tax bracket, the benefit is \$250, which represents an additional 3 percent "rebate" per year. Remember that you get the depreciation benefit every year for seven years.

Other Expenses

If you are engaged in an activity for profit, you can write off some further expenses that you couldn't otherwise deduct. For instance, it is very important that you be up to date and knowledgeable about the latest happenings in the personal computing industry so as to keep your activity engaged in for profit from becoming obsolete.

To keep up to date, it is necessary to subscribe to many trade journals, such as *Kilobaud*. It is also necessary to keep your customers happy. You may wish to do this by taking them to dinner at an expensive restaurant or by taking that infamous three-martini lunch.

If you operate your business out of a portion of your residence, it is possible to deduct a pro rata portion of your residence expenses. The IRS has tightened up its rules about deducting a portion of residence expenses. It is now required that the portion

of the residence used in the business be used regularly and exclusively for that activity. For instance, if you live in a four-room apartment and use the den for your business, you could deduct one-quarter of your rent, electricity, gas, etc. But if the computer is in the den and the kids use it in the evening to play *Star Trek*, then that room is not used exclusively for the business, and the deduction would be lost.

You may also deduct expenses for supplies such as paper, ribbons, printwheels, etc.

When Is an Activity Engaged In for Profit?

It has always seemed to me that the Internal Revenue Code (IRC) reads like a Faulkner novel; the sentences go on for pages at a time. An exception to my observation is found in Section 183 of the IRC, which defines a "hobby activity" very tersely. Actually, there is no specific reference to a "hobby." Essentially, Section 183 defines an activity engaged in for profit as one other than an activity not engaged in for profit. Not much help.

Section 183 does provide a solution to the dilemma that it created. The section provides a presumption which says that if you can make money in the activity in any two out of five consecutive years, you are presumed to be engaged in an activity for profit. Of course, there is a catch. In order to see if you have qualified under the presumption, you have to look over your shoulder using the present tax year as the fifth year. Since the entire microcomputer industry is only three years old, it would appear that the presumption would be useless.

The IRS recognized such a possibility might exist and created a mechanism that allows a new business to use the presumption. You may elect to postpone determination as to qualification under the presumption until the end of the fifth year. If you make the election you take the investment tax credit and other deductions as if you will qualify under the presumption. At the end of five years the IRS then looks to see if, in fact, you did qualify. If it is determined that you did not meet the presumption, you may then be assessed for back taxes for the previous five years.

To elect to postpone the determination you must file Form 5212, Election to Postpone De-

(continued on page 20)

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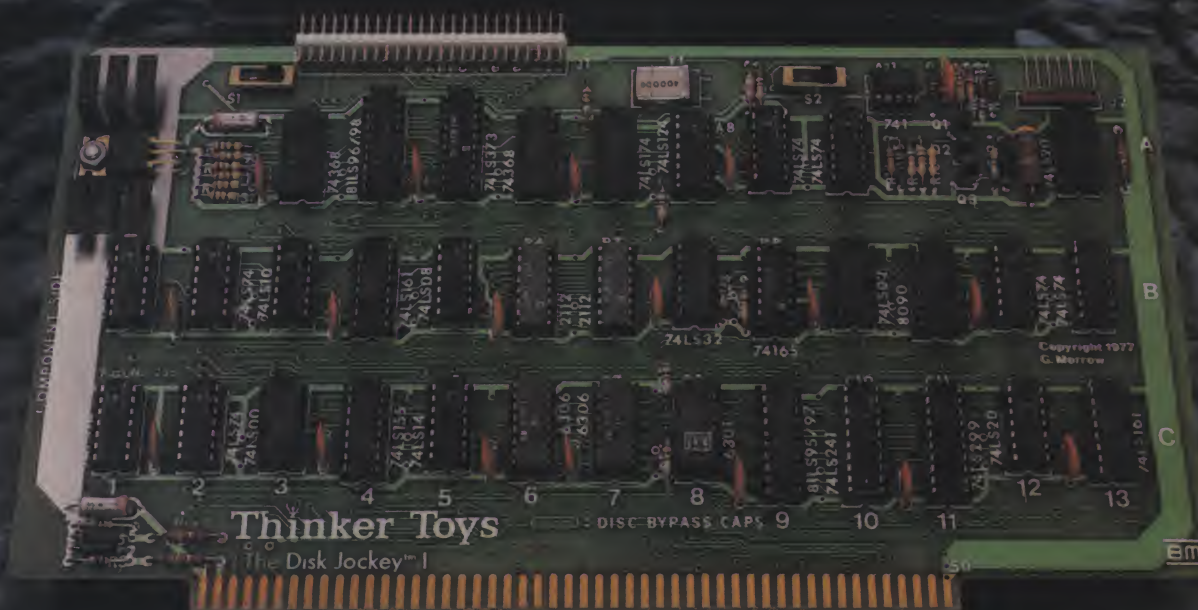
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Our \$995 DISCUS I™ system includes a Shugart 800R full-size drive with power supply in a handsome freestanding cabinet, our 8-drive capacity S-100 controller with on-board buffer and serial interface, cables and connectors, and all the software you need.

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And it's all yours for \$995. We even offer CP/M for just \$70, Micro-Soft Extended Disk Basic for just \$199 and Micro-Soft Fortran for just \$349 as nice options to add to your library. No wonder it's an overnight success! See DISCUS I™ today at your local computer shop. Or if unavailable locally, send your check or money order direct to Thinker Toys™ (add \$7 for handling; California residents add tax.) Or call (415) 524-5317, 10-5 Pacific Time.



product of Morrow's
Micro-Stuff for

Thinker Toys

*CP/M is a trademark of Digital Research.

1201 10th Street
Berkeley, CA 94710

NEW PRODUCTS

Edited by Dennis Brisson

Library 100

The Library 100 is a collection of 100 programs, on five cassettes, for the Level II TRS-80. Cassettes are furnished in a notebook-size binder, complete with all necessary instructional documentation.

Fig. 1 shows the 100 programs, designed to be a basic computer library for the hobbyist, parent or businessman. The business and finance programs do exactly what they say they will do and present a well-designed response on the screen. All but one of the graphics are moving, not static.

The education section is designed for use by all ages. Addition and subtraction programs have entries from right to left, just as you enter them with your pencil.

In the home section are 15 programs useful in almost any home. The Nutrition program allows calculation of calories and carbo-

Graphics map from the draw routine.

hydrates on a per-serving basis.

The games section, which includes arcade-type action games, is headed by a third-generation Star Trek and a game called Doomsday, destined to be one of the classics of computer games.

All 100 programs cost \$49.50. On top of that, The Bottom Shelf, Inc., is throwing in as a bonus, Tiny PILOT, a truly interactive language that is extremely simple to learn and outputs programs for teaching, learning or sales training. Anyone can be programming this language in just minutes.

The Bottom Shelf, Inc., PO Box 49104, Atlanta GA 30359.

The DIGI-KIT-IZER

The DIGI-KIT-IZER computer input peripheral opens the door to the world of graphics for the small systems owner. Designed to be assembled by the user, the

Example of real estate capital investment from Library 100.

Finance: Present Value of a Future Sum—Simple Interest for Days—Future Value of a Present Sum—Amortization Schedule—Interest Rate: Compound Interest—Interest Rate: Installment Loan—Days Between Dates—Term of an Installment Loan—Present Value of a Series of Payments—Real Estate Capital Investment—Nominal and Effective Interest Rates—Internal Rate of Return—Future Value of Regular Deposits—Regular Deposits for Future Value—Depreciation Amount: Rate; Salvage Value; Schedule—Bond Present Value—Bond Yield to Maturity—Sale—Cost—Margin—Day of the Week—Moving Ad.

Education: Multiplication & Division—Add—Subtract—Fraction & Decimal—States & Capitals—States & Order of Entry—States & Abbreviation—Inventors & Inventions—World Capitals & Countries—Urban Areas & Population—Authors & Books—Presidents & Order—States & Largest City—Basenum.

Graphics: Left Right—Random Ad—Graphic—Blocks—Fireside—Snow—Step Ad—Step Ad 2—Launch—Ratrace—War Game—Weird—Herring—Blinker—Snoopy.

Home: Message Board—Expense Account—Nutrition—Mileage—Remember—Phone Codes—Night Check Off—Drunkometer—Perpetual Calendar—Babysitter—Calculator—Bartender—Christmas List—Vacation Check Off—Conversion.

Games: Speedy—Odd One—R. Roulette—Star Blazer—Search—Spyship—Tiger Shark—Jumble 2—Sting Ray—Stars—Sketch—Flipper—Scissors—Horse—Doomsday—Craps—Jumble 1—Mem. Quiz Letters—Mem. Quiz Numbers—Wheel of Fortune—Decision—Unjumble—Fifteen—Towers—Life—Star Trek—Race Track—Count—Roachrace—Gypsy.

Fig. 1. 100 programs from The Bottom Shelf.



Wintek's Cross-Assembler.

DIGI-KIT-IZER in a kit sells for \$449. It can be used in architecture, cartography, mathematical analysis, motion-picture film generation and medical and dental analysis, for example.

The digitizer has an active surface area of 11 x 11 inches and a resolution of 200 lines per inch. The data rate is 100 coordinate pairs per second, and it is switch selectable from point to continuous operating modes. The transducer is a pen-type stylus, and the DIGI-KIT-IZER never needs alignment or calibration.

The utility of the DIGI-KIT-IZER is enhanced by an RS-232 option with selectable baud rates and a hi-resolution Apple interface add-on board.

Talos Systems, Inc., 7419 E. Helm Drive, Scottsdale AZ 85260.

6800/6801/6802 Cross-Assembler

Version 1.4 of Wintek's 6800 Cross-Assembler supports the ten new instructions for the Motorola 6801, thus allowing assembly of programs for the 6800, 6801 and 6802. It recognizes all the standard Motorola operation mnemonics and pseudo-ops and produces a sorted symbol table and cross-reference map.

The Cross-Assembler can be used as a stand-alone assembler producing absolute object code in Motorola's MIKBUG format or in the relocatable mode for use with Wintek's Cross-Linker and PL/W compiler. By using the relocatable mode, the programmer may assemble his program in easily managed pieces and devel-



Talos digitizer.



Microchess on the PET.



Microchess on the Apple.

op subroutine libraries which are then combined as needed by the Cross-Linker into a single program. Advanced listing controls, including title, subtitle, date, time, paging and spacing, and automatic formatting of the source program help improve readability and documentation for later maintenance.

The Wintek 6800 Cross-Assembler is written in ANSI Standard X3.9-1966 FORTRAN and is available for any computer or minicomputer supporting an ANSI FORTRAN compiler. The source is available on magnetic tape for \$800. Also available are the Cross-Linker (\$400), Simulator (\$800), PL/W compiler (\$1400) and Floating-Point Arithmetic/Scientific Function library (\$500). The complete package is available for \$3400.

Wintek Corporation, 902 North Ninth Street, Lafayette IN 47904.

WHATSIT Can Tell You

Want to index your investment portfolio, computerize your customer list or organize professional files? WHATSIT can do it, as well as many other chores that demand quick access and easy up-

dating of disk files.

What is WHATSIT? It is a self-indexing query system now available in a CP/M-compatible model. Capable of storing up to 25,000 free-format entries, the system typically responds to queries in 4 to 15 seconds, slightly longer for updates. Automatic cross-indexing makes all entries accessible by a variety of conversational query requests, which may be as simple as: "When's Dr. Jekyll's appointment?"

Subtitled "Wow! How'd All That Stuff Get In There?" WHATSIT, unlike many systems, imposes no predetermined categories or rigid formats. The data structure evolves through normal use of the system by incorporating index "headings" chosen by the user. Entries may be cross-indexed under any number of headings, and whenever new headings are needed, they can be added in a matter of seconds.

Using a new "stretch" request, an on-line data base can be expanded as desired from one 8-inch floppy disk to as many as four. WHATSIT automatically wraps data over all available disk space . . . up to one megabyte using four single-density drives.

Data can be stored in a single master data base, if desired . . .

or any number of separate data bases can be created, each identified by name. A "reload" request makes it easy to switch, if necessary, from one data base to another. Entries may be as short as a single character or as long as 200 characters, and entries of any length may be freely intermixed without waste of disk space; WHATSIT automatically stores each entry in the smallest possible space.

The Model CP-1 runs in CBASIC and requires a minimum 40K CP/M system with one to four single-density disk drives. The system supports a printer if desired. The list price of \$125 includes a 120-page manual.

Information Unlimited, 331 West 75th Place, Suite 21, Merrillville IN 46410.

Microchess for Apple and PET

Now Apple and PET owners can play chess, too. Microchess 2.0 for 8K PETs and 16K Apples, in 6502 machine language, offers eight levels of play to suit everyone from the beginner to the serious player.

At its highest level, the program plays an extremely good game of chess and will beat most

average players and many other chess-playing programs. It examines positions as many as six moves ahead and includes a chess clock for tournament play.

Microchess checks every move for legality and displays the current position on a graphic chessboard. You can play white or black, set up and play from special board positions or even watch the computer play against itself. The program is available at an introductory price of \$19.95.

Personal Software, PO Box 136, Cambridge MA 02138.

TRS-80 Expandable Interface

The TRS-80 owner can now expand his computer system with a series of low-cost peripheral cards. The basic interface unit uses low-power Schottky circuitry, the standard Radio-Shack 40-pin bus, and provides the following features:

- Joysticks—two unique 8-directional hand controllers for games, screen-editing and educational instruction.
- Stereo sound—using two RCA 1863 programmable ICs.
- Parallel printer interface—with solder-free line selection.

At an introductory price of \$129.95, the interface may be ordered with a \$29.95 optional real-time clock providing hours, minutes and seconds in memory. Joysticks and music may be controlled directly from the user's BASIC program using the INP and OUT commands.

Microtronix, PO Box Q, Philadelphia PA 19105.

Real-Time Video Digitizer

Video digitization from standard TV cameras in real time (1/60th sec/frame) can be accomplished using the Environmental



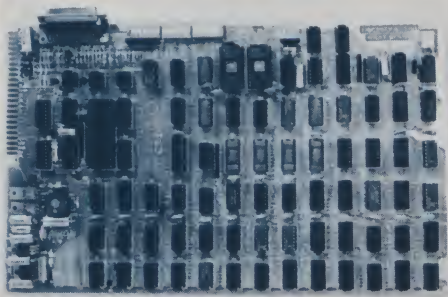
IU's query system for CP/M.



Video digitization display.



Microtronix TRS-80 interface.



Electrolabs ESAT 200B.

Interfaces Real-Time Video Digitizer. This interface can be used for computer portraits, surveillance, robotics, inventory control, pattern recognition and data transmission over phone lines for interoffice or intercity communications when combined with a modem.

The digitized picture is placed in the computer main memory via the S-100 bus (Imsai/Altair/Poly) as a single operation using direct memory access (DMA). Using the Environmental Interfaces Gray Level/Digital Monitor Interface, the digitized picture can be displayed on a monitor simultaneously with the digitized picture being placed into computer memory providing the ability to view *digital motion pictures*, or a frozen picture.

Horizontal resolution can be 64, 128, 256 or 512 picture elements (pixels) per line and is easily varied using a DIP switch; vertical resolution is also easily varied using a DIP switch. A full frame (approximately 256 lines) can be digitized, or every second, third or fourth line of any frame can be digitized reducing memory requirements. The end of the frame can be chosen at any point. The maximum resolution is 512 pixels/line X 256 lines. Each pixel is encoded in 16 gray levels (4 bits/pixel).

An important feature of the video digitizer is that there are no errors in vertical alignment. A contrast control is also available on the board. The Real-Time Video Digitizer sells for \$595 fully assembled and tested with complete hardware and source code software documentation. A combined Real-Time and Monitor Interface can be purchased for \$850.

Environmental Interfaces, 23414 Greenlawn Ave., Cleveland OH 44122.

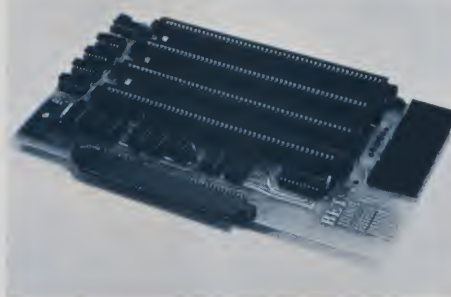
The ESAT Interface Terminal

A new concept in standard interface terminals has been an-

nounced by Electrolabs, PO Box 6721, Stanford CA 94305. The ESAT 200B is a single board 80x24 terminal and features user-alterable EPROMs to contain two fonts of up to 128 characters each. The ESAT 200B also features split speed serial data transmission and reception, RS-232C, 20 mA loop and TTL interface levels.

The user alterable fonts are programmed into 256 7x8 cells, which are displayed contiguously. This allows the rendition of extended characters in two or more adjacent cells. Anything may be programmed into these character cells including Middle Eastern alphabets, APL characters and limited graphics. If the user has no EPROM programmer, he may simply pencil in the spaces in a printed grid and return it and a check for \$50 to Electrolabs. Electrolabs will send him a new EPROM 2708 programmed to display the contents of his character cells exactly as he has drawn them.

The ESAT 200B comes with one 2708 containing full upper and lowercase ASCII and one empty socket where a second EPROM may be simply plugged in. In all cases, the second font is addressed using the eighth data bit, or the 'Meta' key as it is called in some systems. The ESAT 200B also presents the usual features of a terminal such as addressable, nondestructive cursor, page transmit and 15



The Betsi board.

Watts power consumption. Keyboard input is 7 or 8 bits with negative strobe, and video output is selectable RS170 composite video, or separate horizontal and vertical drive. Price is \$329.

S-100 Expansion for PET

Forethought Products, PO Box 8066, Coburg OR 97401, announces a real solution to your PET expansion problems. Betsi, the PET-to-S-100 interface/motherboard, is a single-circuit board that contains all the necessary logic to interface S-100-type boards to the PET.

Unlike other interfaces that require the addition of external chassis, S-100 backplanes or special cable assemblies, Betsi attaches directly to PET's memory expansion connector and provides both interface logic and four S-100 slots on a single, compact circuit board. The board operates with any S-100 power supply and doesn't interfere with the use of PET's parallel or IEEE ports.

With the use of Betsi's on-board dynamic memory controller, which allows PET/Betsi to use the S. D. Sales "Expandoram" memory board, PET's memory can be expanded to the limit (32K) with a single S-100 card.

On-board features include sockets and decoding circuitry

for 8K of PROM memory (2716). All parts and full documentation are included at \$119 kit (includes one S-100 connector) and \$165 assembled and tested (includes four S-100 connectors).

Cassette Controller Interface

A cassette controller interface that eliminates "pull plug-push plug" cassette-to-computer-loading-and-saving annoyances has recently been announced by Picotron.

The Model CC100 controls cassette motor functions, monitors tape location with its internal speaker and requires no power. Speaker volume is reduced when in data search mode to allow easy listening. Normal volume is maintained when in data load mode. "Saving" data on tape can also be monitored on most recorders.

The unit features a standard cassette plug/jack interface to any computer system requiring remote control of cassette functions and is in use immediately.

The CC100 has all metal construction with black and silver anodized finish. The price is \$29.50 (California residents, add 6 percent tax).

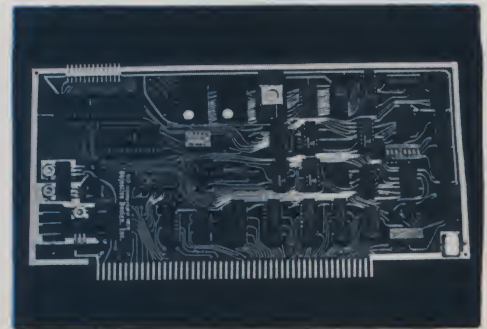
Picotron, PO Box 62076, Sunnyvale CA 94088.

Multitasks for Your Computer

S-100 computers can now handle simultaneous problems with the Multitasker, an interrupt-handling board from Objective Design, Inc., PO Box 20325, Tallahassee FL 32304. Having interrupts in the system allows one computer to do the work of many. For example, with an interrupt-driven system you can: handle program development on several terminals at once; run household appliances and play games at the same time; and con-



The Model CC100.



The Multitasker.

tinue using the computer while a slow printer is churning out a listing.

Unlike less sophisticated interrupt boards, the Multitasker does not use forced "RESTART" instructions, which tie up the near-zero address space. It can be located anywhere in memory and will generate "CALL" vectors to any location. The complex assembly-language software required for handling interrupts is available on PROM (which goes into space provided on the board), making the interface a high level, relatively easy job.

Another Multitasker board option is a crystal-derived real-time clock. Timed interrupt intervals are hardware selectable from 100 microseconds to 100 milliseconds. Software counters can extend this time into days or years. Multitasker without PROM in kit form is \$205.95.

Alpha Micro Disk System

The model AM-500, an S-100-bus-compatible 10-megabyte disk system, is a compatible subsystem that consists of a single board controller, interconnect cable and disk drive. The disk drive is the popular 10-megabyte Control Data Corporation "Hawk," which utilizes a 5-megabyte fixed disk and 5-megabyte removable cartridge. The controller board is interrupt driven, requires a simple interface to the CPU operating system and does complete 512-byte transfers.

Because of the large storage capacity, the AM-500 permits huge quantities of information to be stored in a single device, readily available for quick access. Although the AM-500 was designed to work with the AMOS operat-

ing system, it may be purchased as a stand-alone and used with other operating systems on the S-100 bus.

Available in choice of rack mount or stand-alone cabinet configurations, the AM-500 comes complete with manuals and installation instructions. The unit price is \$7995.

Alpha Micro, 17881 Sky Park North, Irvine CA 92714.

Hardware and Software Catalog

The 1978 Computerlogue has just been published by Computer Enterprises.

Subtitled "A Catalogue Of Microcomputer Hardware & Software," the Computerlogue contains 44 pages of product listings, photographs, illustrations and prices. Prices come in three categories: retail, credit card and cash discount. A handy guide to the catalog's features and two simplified order forms are included.

The catalog is available from Computer Enterprises, PO Box 71, Fayetteville NY 13066.

Delta-1 from Meca

Delta-1 is a compact disk system that incorporates Meca's MFM Disk Controller for up to 200K bytes of storage on a single mini-floppy disk. The double-density mini-floppy disk storage system takes only one half the space that a full-sized drive requires and still provides a higher storage capacity than other mini-floppy disk drives. In addition, the Delta-1 offers the capability of an integrated disk and tape storage system for users of the Alpha-1 Mass Storage System.



The Delta-1 Disk System.

The Delta-1 is supplied complete with the Meca Disk Operating System on diskette, S-100 bus compatible MFM Controller, mini-floppy disk drive, power supply, cable and connectors and full documentation for connection and operation.

Additional software for use with the Delta-1 includes CP/M Disk Operating System, Micro-soft Disk BASIC and several applications software packages. The single drive system is \$699 assembled; dual drive is \$1149; triple drive is \$1599.

Meca, PO Box 696, 7026 Old Woman's Spring Road, Yucca Valley CA 92284.

Interface Unit for TRS-80

The Telesis VAR-80 was designed specifically for the Radio Shack TRS-80 (Level II BASIC) owner. Many new microprocessor applications, such as the TRS-80 as a digital lock with the VAR-80 and an external keyboard, are possible.

The VAR-80 mates directly with the TRS-80 by connecting its compatible 40-pin edge connector via the expansion port or the screen printer port on the TRS-80. It can be used with or without the TRS-80 expansion interface unit.

The VAR-80 provides eight inputs (two are opto-isolated and six are TTL-compatible) and eight outputs (two relays rated 110 V @ 3 Amps and six TTL). The unit comes completely assembled, fully tested and with 2 feet of interconnecting cable. Complete operating instructions, applications, sample programs and some sample circuits are also included. Price is \$79.95 (\$99.95, effective Jan. 1, 1979).

Telesis Laboratory, PO Box 1843, 41 S. Paint Street, Chillicothe OH 45601.

Color for the VIP

RCA has recently unveiled its

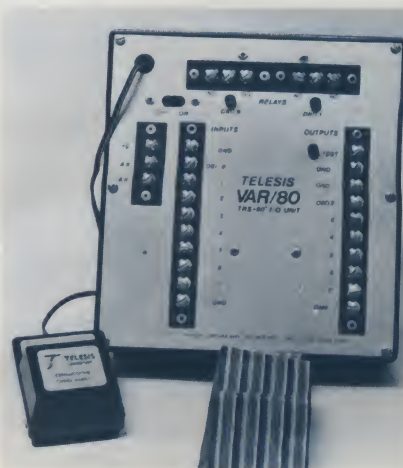
(continued on page 20)



The Model AM-500.



1978 Computerlogue.



The Telesis VAR-80.

BOOKS BOOKS BOOKS

***BASIC for Home Computers— A Self-Teaching Guide* Albrecht, Finkel, Brown John Wiley & Sons, \$6.95**

I have a problem. Every time I demonstrate my system to people, they express an interest in learning how to program. Well, maybe they play Star Trek or Star Trader or Star Wars a few times first—then they express the interest in programming. The problem is, how do I teach them? I could sit down with each and every one and give individualized lessons, but my patience is not one of my strong points, nor do I have the time to spare. What I really ought to be able to do is reach over to my trusty computer reference library, pull out a beginning BASIC manual and ask my friends to read it and return any time they want to try some of the ideas or programs.

Ah! That's stated so simply: just pull out a beginning BASIC manual and ask my friends to read it. It hasn't quite worked that way so far, mainly because there hasn't been anything I could expect my diverse friends to understand. That's not to say I haven't tried.

First there was *BASIC Programming*, then *Illustrating BASIC*, then the Radio Shack manual and a horde of others. Each has its strong points. *Illustrating BASIC*, for instance, is a handy little manual to have sitting computerside when you're in need of a quick reference for syntax or statement usage (do be sure to correct the syntax to accurately reflect your BASIC, however).

BASIC Programming has a bunch of little programs that are sometimes useful, and isn't a bad introduction to BASIC for those who have a strong math background or who have programmed in FORTRAN or other biggies.

The Radio Shack manual does a nice job as far as it goes, but still somehow lacks the kind of prodding and self-testing that is necessary for a self-learning book. For instance, even though it gives self-tests, they are not all provid-

ed with solutions and they tend to be rather major programming tasks for a beginner.

What is really needed is a self-help guide to BASIC that takes nothing for granted, provides annotated program samples, gives continuous testing and feedback to the reader, takes in the entire range of most BASICs (i.e., string variables and manipulation, two-dimensional arrays, etc.), doesn't belittle the reader or otherwise try to force humor into the situation and still manages to teach BASIC thoroughly. Sounds great, doesn't it? It does, and now I'm happy to report that it exists.

BASIC for Home Computers—A Self-Teaching Guide by Bob Albrecht, LeRoy Finkel and Jerald R. Brown (loyal computerists will recognize the names—they're sometimes referred to as the Dymax Connection) has just been published by John Wiley and Sons in their Self-Teaching Guide series.

The book is good. Written in Microsoft BASIC, it takes you from knowing almost nothing to knowing almost everything. For some, the opening chapters will be almost condescending: "We use the keyboard to type information into the computer. What happens to the information that we type? _____." But by page 45, we're introduced to assignment statements, stored programs and branching, and away we go. At 336 pages, this is certainly one of the longer self-teaching guides I've seen. It is also one of the most complete.

As I stated before, my ideal of a self-teaching guide has to have annotated programs (this book sometimes has more annotation than program), must have continuous testing (here there is hardly a page without at least one self-test question—in fact, the book is printed so that you should read it with an index card, thus covering up the answers that appear almost instantaneously after the question is asked), ought to include instructions for a complete BASIC (Microsoft BASIC is not

only complete, but is fast becoming one of the standards in the software industry) and doesn't belittle the reader or force humor (*BASIC for Home Computers* seems aimed at a serious high-school student, not a bad place to aim, considering that this makes the book useful to a wide range of potential computerists).

In short, Albrecht et al have done it again—they've provided the computing community with a sensible and complete beginning guide to BASIC. I can hardly wait to try it out on my wife (just as soon as I try a couple of tricks I learned reading the book).

**Thom Hogan
Bloomington IN**

Computer Programming in BASIC for Everyone

**Thomas A. Dwyer,
Michael S. Kaufman
Radio Shack, Fort Worth TX
Cat. No. 62-2015, \$2.95, 156 pp.**

Radio Shack has a history of rereleasing books (sometimes for prices significantly lower than the original editions). *Complete Programming in BASIC for Everyone* is a rerelease of a text first published by Houghton Mifflin, and apparently grew out of a project undertaken by Dwyer, a professor at the University of Pittsburgh, and Kaufman, a student at Harvard. The project, SOLO, dealt with computer applications in secondary-school systems. The text is an easy-to-read primer aimed at arming the novice programmer/computer enthusiast with a fundamental grasp of several BASIC key words, functions and commands.

Although the authors aimed the book at readers fortunate enough to have access to a time-sharing computer, Dwyer and Kaufman take pains to include problems and explanations that can be worked and understood off-line. Understandably, they do emphasize the obvious—that hands-on is much preferable to hands-off.

The programming problems become increasingly more difficult as the programmer's BASIC vocabulary increases. The reader is tested time and again with exercises that are merely described as word problems might be . . . emphasizing practical applications from the business sector to the realm of computer-aided instruction.

In the relatively short span of 156 pages, the authors take the beginner through a vocabulary-

building exercise that familiarizes him/her with 20 key words: PRINT, END, LET, INPUT, GOTO, IF, THEN, STOP, FOR, NEXT, STEP, DIM, REM, TAB, READ, DATE, RESTORE, GOTO K OF, GOSUB and RETURN. The commands RUN, LIST, SCR, BYE, PUNCH, TAPE and KEY are explained, as are the functions WQR, INT, ABS and RND. Each definition, together with its implementation into the programming process, is explained clearly and in an understandable, but not condescending, manner.

Obviously, some of the vocabulary will differ within different versions of BASIC, but this text is worth the price, and—just for fun—some programs and problems are included with suggested methods for beginning to work with such relatively sophisticated applications as data analysis, non-numeric applications, games and business applications.

Risk \$2.95. *Computer Programming* is worth it.

**Michael Cooper
Eagle Lake TX**

***Introduction to BASIC* Jeffrey B. Morton Matrix Publishers**

Introduction to BASIC by Jeffrey B. Morton is written in an easy-to-follow style, making its 206 pages solid material.

Its 77 practice exercises have been thoughtfully developed, and they include more than 40 complete BASIC programs in the first nine chapters as examples or parts of the exercises. The last chapter is a 53-page section containing 12 well-chosen projects.

The book's approach places emphasis on *using* the fundamental statements in BASIC rather than bombarding the novice with every detail about the language itself (a needless and often confusing practice). For this reason, the book would probably be used most effectively by readers having already learned the basics of BASIC from other sources. Creativity and originality are promoted through the book's many and varied exercises and projects rather than fancy programming tricks and rigid program structure.

The examples and exercises are the strength of the book; they teach how to put the language to work for the programmer.

**Randy Miller
Orem UT**

Radio Shack's personal computer system?

This ad just might make you a believer.

**You can't beat
the 4K system at
\$599**



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16K system at
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TRS-80 "Educator"

- Above, except includes 4K RAM and screen printer

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TRS-80 "Professional"

- Above, except includes 16K RAM, disk drive, expansion interface, and Level-II BASIC

**So how are you gonna beat the system that
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**...The amazing new
32K/Level-II/2-disk/
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\$3874**



TRS-80 "Business"

- Above, except includes 32K RAM, line printer, and two disk drives

Get details and order now at Radio Shack stores and dealers in the USA, Canada, UK, Australia, Belgium, Holland, France, Japan.
Write Radio Shack, Division of Tandy Corporation, Dept. C-053, 1400 One Tandy Center, Fort Worth, Texas 76102. Ask for Catalog TRS-80.

Radio Shack®
The biggest name in little computers®

LETTERS

Article . . . Response . . . Article-Writer's Response

I am always pleased when a user takes the trouble to write an article about my Tiny BASIC because it shows that it is still a useful program, for all its limitations. Thus I was happy to see Chuck Carpenter's article in the June 1978 *Kilobaud* (p. 42).

I am disappointed, however, that he chose to publish his few criticisms before mentioning them to me.

A serious criticism is raised in his summary on page 44: "if you input more than a total of 72 characters in a single line, the program will stop. Nothing more will happen until you reset your system." This is false. A program that crashes on a user error has a bug, but Tiny BASIC does not have this particular bug. If Chuck's terminal decoded and signaled control functions such as the ASCII <BEL> (bell) code (hex 07), he would have noticed that Tiny is warning him of excessive line length by echoing bells. He could at that time either cancel the line (with control-X) and retype it, or back up a few characters (with a Shift-O, or underscore) then type in the carriage return.

Tiny has not stopped, it is only waiting patiently for Chuck to indicate what to do with this oversize input line (which, incidentally, is 75 characters, not 70). And each time he types another character to add to that line, Tiny BASIC tries (valiantly?) to let him know that it had to be discarded for lack of space. I realize the manual is not clear on the subject of oversize input lines, but it does say that excess characters are ignored and that the bell on the terminal is rung.

Tiny BASIC may still have some bugs, but in two years of operation by hundreds of users, none have been brought to my attention.

Let me suggest that if you, a user of some piece of package software (mine or anybody else's), find a problem, tell us about it first. If we fail to give you adequate service, then write it up in an article.

The article mentioned Tiny

BASIC and the Experimenter's Kit, but did not say how to get them. Chuck could have saved many people the price of a phone call or an SASE if he had mentioned that Tiny BASIC is still \$5; the Experimenter's Kit is \$10 more. California residents are obliged to support the local government with 6.5 percent sales tax. If you have a KIM, please specify also whether you have added memory at 0400 or 2000.

Tom Pittman
Itty Bitty Computers
PO Box 23189
San Jose CA 95153

I had mixed emotions about responding to Mr. Pittman's letter. Therefore, at the outset, let me state that I had no intention of pointing out "bugs" in Tiny BASIC (at that time I couldn't recognize one). Nor was there any intended criticism of Tiny BASIC as an interpreter. My intent was to share my experiences using Tiny BASIC with others. It did not occur to me that my trials and tribulations could be anything more than my lack of experience with computers.

I do appreciate Mr. Pittman's response, though. One of the most difficult things I've experienced has been criticism of my efforts by others. Usually the criticism was due to ignorance. But the pride of authorship and the weeks of work put into the task made me the expert. So how could anyone intelligently criticize my work? The solution was to educate the critic.

And, in that regard, I have much respect for Mr. Pittman. He answered all my questions very patiently. Even though, looking back, the questions didn't make much sense. Therefore, I really don't understand Mr. Pittman's failure to recognize my article for what it was: a programming article written by a beginner to be shared by others.

I think it's worth noting that I did write several other programs and articles using Tiny BASIC (the one published was not the first). These included a demo program using IF-THEN-GOTO in place of FOR-NEXT, a program to plot a function, a program to

do simple graphics, programs to do data processing and one on how to save memory. During this period, well over a year ago, I was learning some programming fundamentals using Tiny BASIC. I wanted to share my "discoveries."

As for the apparent (to me) line-input limitation: I still don't find anything in the Tiny BASIC user's manual that would so inform the neophyte programmer. There is, as stated, mention of oversize lines but nothing on what to do with them. The system I had then was a KIM-1 and an ACT-1 TVT. The system did not have a bell so I experienced a glitch. Here is another case where the computer documentation was not written for the beginner.

That I didn't mention where to get the Experimenter's Kit doesn't seem too important. The publisher missed it too. It does seem significant to me, however, that I did mention it and that many people were interested enough to write or call for more information. That was how I found out about Tiny BASIC. And, I don't mind a little sales pitch in a letter intended to put me in my place. But that place is still pretty much the same. I am a beginner to personal computers. I am an enthusiastic hobbyist and I intend to stay that way.

Again, let me say that I did not find problems with Tiny BASIC. In fact, I admired it and I learned a lot from using it. If, in my enthusiasm, I caused any inconvenience with my errors of omission or commission then I sincerely apologize.

Chuck Carpenter
Carrollton TX

Understandable

For me, this is an unprecedented act. I have never written a letter to a journal editor after receiving only one issue.

I had never really looked at an issue of *Kilobaud* because of its cover format. I believe I was suffering from the "four-color glossy" syndrome. As a result, I have missed out on a lot of information.

Your journal is truly understandable. The other journals I subscribe to are *Dr. Dobbs's, Interface, Byte* and the IEEE journals. Both *Interface* and *Byte* seem to have abandoned the "small" system user as well as beginners, and *Dr. Dobbs's* appears to be dedicated to machine languages. It was, therefore, a great relief to find a journal that had

more than one article I could use and understand. It is also a pleasure to find a journal whose articles are more interesting than its ads. However, please do not eliminate the ads as they are my prime source of new-products and software information.

Carl W. Hennig
Kitchener Ontario
Canada

Variety Is the Spice of Microcomputing

While I enjoy *Kilobaud*, I must say that there appears to be a substantial difference in the levels of the articles. For example, the useful and highly informative article by Emerson Brooks, "Let Your Computer Wear a Watch," in no way compares with the rather pedantic articles "Depreciation Calculations" by John Musgrove and "Randomness is Wonderful" by Bill Rogers, all of which appeared in the October 1978 issue. These latter two articles could hardly be justified as gap-fillers in *The Software Vacuum*.

To make a point, consider the above-mentioned article "Randomness is Wonderful." Mr. Rogers gives a program that computes a tabled histogram. While a visual inspection of the printout will give one the feeling that his pseudorandom number generator is generating a uniform distribution, it does not indicate the level of randomness, nor even uniformity. For example, the generator

$$X_0 = 0.5$$

$$X_{n+1} = \begin{cases} X_n + 1 & \text{if } X_n < 0.5 \\ 0.5 & \text{otherwise} \end{cases}$$

gives a (discrete) uniform distribution but would hardly be considered random. The excellent book *The Art of Computer Programming*, Vol. 2, by D. E. Knuth (Addison-Wesley, Reading MA, 1969) covers not only procedures for generating pseudorandom numbers, but also statistical tests that measure "random behavior."

On the other hand, Brooks's article gives us a useful and unique contribution that could not be found in a conventional textbook.

Instead of presenting articles that are either trite, irrelevant or merely poor presentations of information already widely known in computer science, electrical engineering, management science and other areas, why not present pedagogical articles (like the *Kilobaud* Classroom series) on topics in these areas as they relate to the microcomputer industry?

A friend of mine once said, "I

get *Kilobaud* only for the advertisements" (he gets *Penthouse* for the articles). I wonder whether he has the right strategy. I hope not.

Gary J. Koehler

You're darn right there is a difference in the levels of Kilobaud articles. That's how the magazine is designed. Remember, there are some Kilobaud readers who are having a tough time making Backgammon run properly on their TRS-80s, never mind adding real-time clocks to their systems in order to print the time and date on printouts. We want to publish articles for all our readers.

I guess that the Rogers and Musgrove articles will be used by many more people than ever implement Brooks's interesting project. Nevertheless, as you pointed out, the Brooks article is something you'd be unlikely to find in any conventional textbook. That's the reason it was published.

On the subject of random numbers, I'd like to see a good article about them written so that non-mathematicians could understand them. If you or any of your acquaintances can undertake such an effort, let me know.

The cover of every Kilobaud says it best: "Understandable for beginners . . . interesting for experts." That's the way we hope to keep it.—Jeff DeTray.

Adding to "Depreciation"

Like many readers of *Kilobaud* who want to put their micros to work, I enjoyed reading the "Depreciation Calculations" article by John Musgrove (October 1978, p. 40). It is a most useful piece of work. However, there are several things about which the reader should be aware. First depreciation is not always changeable. In most cases, changing from accelerated to straight-line depreciation will not require IRS consent (Federal Tax Regulations Sec. 1.167(a)-11(c)(1)(iii)). In other instances, consent is needed (Internal Revenue Code Sec. 167(d)). It would seem advisable to consult a tax attorney or CPA.

A second caution is that Mr. Musgrove's article makes no mention of salvage value. The *Federal Tax Handbook 1977* (Prentice Hall) says: "Regardless of the method used, an asset may not be depreciated below salvage value. . . ." This may be easily inserted into Mr. Musgrove's programs with an input statement asking for the salvage value and then subtracting it from the "as-

set initial value" before the calculations.

A third consideration that the reader should be aware of is the number of years over which the asset may be depreciated. Guidelines, under the Class Life Asset Depreciation Range System, are given in the tax guide mentioned above.

Last, a third popular method of depreciation is the "sum-of-the-years-digits" method. Using the outlines in Mr. Musgrove's article, a program for this method of depreciation could be written using the following equation:

$$D_t = \frac{N-t+1}{2(N+1)} 2C$$

where:

D_t = depreciation in year t

N = the number of years

C = the cost of the asset

While we include complete depreciation calculations in two of our software packages, the equation above may help readers to write their own programs. Again, I advise the users of the depreciation programs to talk with a tax attorney or CPA before the often expensive "Ides of April."

Jack Purdum
Marketing Manager, ECOSOFT
PO Box 68602
Indianapolis IN 46268

To Tomorrow

I wish to relate to you and the readers my experience with "Thinker Toys" from George Morrow. In the past six months I bought two boards from him, the *Econoram* and the *Speakeasy*. The *Econoram* came assembled and has been completely trouble-free. I assembled the *Speakeasy* and did make a few blunders. I sent the *Speakeasy* back for repairs. It was returned in eight days (Missouri to California and return) and was completely functional—and no charge.

Well, I tried to hook a modem up to the *Speakeasy* and blew a few components. I boxed the board up and sent it back—but I included \$15 for repair, since it was my mistake. Ten days later I had my board back in working condition—along with the \$15. Again, no charge. It is my opinion that the Thinker Toys are the best buy for price and service. I base my opinion on experience with: Mits (which has been slow, but the quality has been good), Processor Technology (slow but good), Digital Research (fast and good), Heath (slow but good), S.D. Sales (slow and fair) and Vista (?). I will be writing later to

describe the sad story with Vista.

I would like to see *Kilobaud* do a survey on the service and quality of manufacturers. This is a service you could perform for your readers! But since something like this would be very expensive, I expect you would want to reclaim some of your expenses by selling the results of the survey. I know I would pay for a report to at least have some opinions about a manufacturer before I bought \$1000 worth of products from him.

Wayne Miller
Jefferson City MO

Well, Wayne, I do like to hear about firms that are outstanding as well as those that are not doing right. One of the problems involved with publishing all of the brickbats is that all too often the customer is being unreasonable, rather than the manufacturer or dealer. Of course when I get a lot of complaints, I tend to shut off advertising rights and do my best to raise hell with the firm responsible. Some are responsive, some try to ignore me. Ed Roberts of Mits once observed that it was apparent to him that it did not pay to be on the wrong side of Wayne Green. It is difficult to get on the wrong side. You have to lie to or about me. . . or obviously be cheating the Kilobaud readers in order to win this honor.

George Morrow, in addition to going out of his way to help his customers, is one of the most intelligent and inventive people I know. Seldom do geniuses succeed . . . all that free service may do George in, but I'm rooting for him all the way—Wayne.

Contemporary—On Time (Early, Even)

For the entire 12 months I have been learning about and evaluating which microcomputer to buy, I have been reading in *Kilobaud* and other micro magazines of the terrible delivery delays from microcomputer manufacturers—to both retail buyers and dealers.

So it was with unbelieving delight that I received delivery of my new Commodore PET from Contemporary Marketing exactly 16 days after I phoned my order to their toll-free number. When I placed my order they quoted a 2 1/2 week delivery, which I took with "a grain of salt"—but they beat even their delivery promise! Probably 4 or 5 days of that time was required for UPS transit from Illinois to a little town in Utah.

I'm grateful to Contemporary Marketing for the exceptional delivery and for using such a detailed full-page ad in the September issue of *Kilobaud*.

George K. Culbertson
Spanish Fork UT

Seeking Assistance

The Spain Rehabilitation Center at the University of Alabama Medical Center has a project underway to demonstrate both the utility and economic feasibility of the new generation of personal computers for use by the severely disabled. The program-mability of the computer will allow it to serve as a general-purpose appliance to be used as an aid to communication and education as well as for environmental control and entertainment.

This system, as currently envisioned, will consist of a microcomputer; an on-line storage device for programs and data; two TV monitors for user feedback and information display; a printing device for typed output; a speech recognition device for vocal input of commands, data, and text; a power-line controller for environmental control; and a telephone dialing/answering device. We are attempting to select components that are widely distributed and serviced as well as being plug compatible and economically priced.

Programs will be written or purchased to perform specific functions in each of the four general areas mentioned above. However, we would be very interested in receiving ideas from your readers, particularly those who are disabled, those who have disabled friends or relatives, and those who have personal computers and would like to develop hardware or software for the system on their own, regarding specific functions which they would like to see developed and which could be accommodated by the proposed microcomputer system.

Charles Healey
Spain Rehabilitation Center
U.A.B. University Station
Birmingham AL 35294

Query from Down Under

I would like to hear from anyone who has done any development on HP 2649A Microprogrammable Terminal/Controller. I am interested in

developing several business applications, including a word-processing system, based on HP 2649A. The local HP representative did not find anyone who has done any work in this area in Australia yet. I would like to exchange ideas and experiences with someone who has developed some applications software, languages and/or I/O interfaces for HP 2649A. If successful, we could swap the software.

Paul Semenov
26 Heathwood St.
Heathmont
Melbourne
Australia 3135

Flex Your Finger Muscles

Apparently neither SWTP nor TSC (Technical Systems Consultants), who have written the FLEX operating system software, are interested in "sponsoring" a users' group. Understandably, they are businesses, and a users' group would be a nonprofit enterprise. It is therefore up to the users to form such a group. If you are a FLEX user, or could pass this on to someone who is, perhaps we can get such a group started.

I have written several utilities for myself that I would like to share with others. I hope that there are some others like me who have also written useful programs that they too are willing to share. Mine include: a HEX-ASCII Memory Dump Utility; a Debug Program with multiple breakpoint capability and single step; a Renumber Utility for BASIC Files that adjusts the GOTO, GOSUB and THEN statements; a couple of procedures for titling a disk; some programs in BASIC.

If you can contribute programs or are simply interested in obtaining programs for your system, please write. I'll respond to any inquiry or suggestion for starting a FLEX Users' Group.

Ronald W. Anderson
3540 Sturbridge Ct.
Ann Arbor MI 48105

From Puerto Rico

Please print this letter in your column so I might have the opportunity to meet other micro-computer fans here in Puerto Rico. I presently have two 8008s under construction, and I have used two Radio Shack TRS-80s, which are presently the only complete systems sold here.

I've heard that Mits and Imsai are starting dealerships, but they're too quiet for the open market here. If any other company is interested, please do come. I know I'm not the only one who is interested, and I know that a lot of sales can be made if that company advertises their products in our newspapers.

Keep up your good work.

Raymond J. Ramirez
Systems Engineer
PR Communications Authority
PO Box 11248
San Juan Puerto Rico 00910

Bye-Bye, Good Buddy Hello, Good Baud

I want to make a transition from CB radio to personal computers. CB is no longer the booming business it once was, and I foresee the home computer becoming very important, perhaps dominant, in the consumer electronics industry.

My background is in broadcast electronics, with considerable hobby experience in digital. I have just added a 5-foot workbench in the shop, dedicated to computer electronics.

My CB shop owns a 16K TRS-80 (Level II on order), which

holds its inventory and does the roughest part of the bookkeeping. I am seriously considering the purchase of a second TRS-80 to use as a guinea pig for your WANTED! gadgets as add-ons for the '80 . . . and some ideas of my own.

I appreciate your publications . . . approve of your style . . . and find encouragement in your continual positive approach (as in the "TRASH 80")! Thank you—and your staff—for some great publications.

With a little luck on this new bench . . . look for a prototype of that TRS-80 modem before long.

Richard E. Douglas
Clewiston FL

How're You Fixed for Aphorisms?

For a revised and expanded edition of *Sconce's Razor*, the editor is soliciting aphorisms on science, technology, computing, systems theory and management. All contributions that are used will be acknowledged.

A. P. Weng
Systems Access
PO Box 4041
Louisville KY 40204

KB CLUB CALENDAR

Steve Fuller

SC/MP

"Scampus," a newsletter specializing in software, hardware mods and other stuff for the National SC/MP, is available from Tom Bohon, 2215-A Walker Drive, Omaha NE 68123.

Lansing MI

TRS-80 owners take note: The Central Michigan TRS-80 Users Group meets on the last Sunday of each month from 7-9 PM. Meetings are held in the student lounge of the Lansing Business Institute, 220 East Kalamazoo.

Call 351-0756 or write J.

Gordon Williams, 5582 Coral Way, Haslett MI 48840, for more information.

Denver CO

The Denver Amateur Computer Society (DACS) now has a permanent office and meeting quarters at 1380 South Santa Fe Drive, Denver CO 80223. The club meets on the third Wednesday of each month at 7:30 PM. Further information is available from the above address or by calling club president Mike Dmytrasz at (303) 979-6441.

A special event sponsored by DACS is the Colorado Computer Corral, to be held November

11-12 at the Denver Merchandise Mart, 451 East 58th Street. The show will feature a roundup of national and regional manufacturers, distributors and retailers. Hours are 10-6 on Saturday and 12-6 on Sunday. Admission is \$2.

Berlin NH

Albert Brunelli is vice-president of the Northern New England Computer Society. The club, which has a yearly membership fee of \$10, holds meetings at 7 PM on the first Tuesday of each month at the New Hampshire Vocational Technical College. Direct inquiries to Albert at PO Box 69, Berlin NH 03570.

Bedford MA

December is election month for the New England Computer Society. Nominations for officers will be open at the November meeting, and the new slate will be chosen on December 6, according

to the NECS Newsletter. Also in December, John Leggat of Centronics will talk about microcomputer-based printer products and processor selection criteria.

The club, now with 180 members, meets on the first Wednesday of each month. Write New England Computer Society, PO Box 198, Bedford MA 01730.

West Haven CT

Leo Taylor, secretary of the Connecticut Computer Club, sends along the following information about his group: The club meets at either the Suffield Library or the Computer Store of Windsor Locks on the first Thursday of each month. Meetings feature guest speakers, demonstrations and informal exchanges of software and hardware ideas.

Write to Leo at 18 Ridge Court West, West Haven CT 06516, for specific information on club activities.

PUBLISHER'S REMARKS

(from page 7)

will provide access to most library material, facts, data? Businesses as well as schools will need this data access. I think the selling of data will be a big business as microcomputerized educational and business systems evolve.

The student ten years from now may take home some video cassettes for the courses he is studying and do much of his learning at home. School may be more for learning physical things . . . how things are made, repaired, put together, taken apart, used. Learning to drive cars, fly planes, ride horses, swim, skin-dive, ski, etc., may be a part of the curriculum before long, with the present courses mostly covered by computerized instruction.

With two-way television via the cable it wouldn't be difficult for a student to let a teacher know that he had some questions. The teacher could then call the student via the cable and answer the problems, allowing one teaching expert to service students over a wide area.

Will students learn more with such systems? I think so. When we have mass-produced educational videotapes and computer programs supporting them, we will be in show business, and learning will be a lot more fun. I have long felt that it is the responsibility of the teacher to both educate and entertain the student. If a student gets bored, that should reflect on the teacher, not the student . . . unless *everything* bores the student.

I think we will end up with fewer teachers, but better ones. Teachers will have a lot more time to develop their educations and talents, being called on to perform for videotaping of their specialties from time to time, and being supported by the proceeds of the use of their tapes and programs. This will free teachers for the physical instruction . . . and provide more funds for good school equipment. Imagine a school computer lab with an assortment of computers and sophisticated test equipment. Or perhaps restaurant chef courses to provide us with some expert cooks instead of short-order fast-food novices.

Frankly I feel that we are about to enter the most exciting epoch

yet in teaching. We will have the power of television, almost unlimited money for the development of each course, top talent and the interactivity of the micro-computer to help each student along at his own pace.

I watched the teaching setup in Pago Pago with interest. Here they taught all of the children on the entire island of Samoa from one television station. It had great possibilities. Much of the

value of this was lost due to the small number of students involved, which kept the budget for the TV shows at a minimum. Even worse were the union problems, which dictated that a program once broadcast had to be destroyed and not used again. What a waste! They had no contracts for residuals, so nothing was used twice.

In addition to writing about such ideas in *Kilobaud* and talk-

ing about them at computer shows, you may be sure that given the slightest chance, I'll be aiming Instant Software at expanding these ideas. I enjoy being able to have an influence on events. I haven't done much yet, but I'm in there pitching. I wonder how microcomputing might have progressed if I had not had the idea and started *Byte* and then *Kilobaud* magazines? What if I had not pushed for computer store



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PLEASE SEND ME:

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☐ 5 cassettes in plastic MORELCO-style boxes. \$13.75

☐ Cassette Carousel (as above, without cassettes). \$ 8.75

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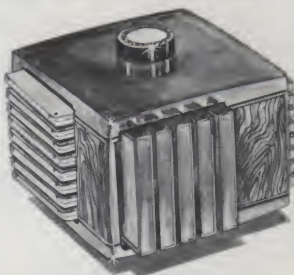
☐ Certified diskettes in a box of 10 (Specify IBM, Shugert or Memorex compatible). \$59.50

Sub Total \$ _____

Texas residents add 5% sales tax \$ _____

Shipping & handling \$1.50

TOTAL AMOUNT TO BE ENCLOSED \$ _____



Name _____

Address _____

City _____ State _____ Zip _____






distribution of microcomputers back in mid-1975?

Letters from computerists who have been swept up by my writing and talks to get into the business are not unusual, so I'll keep on prodding here and there. I do wish that my Kansas City cassette standards meeting had been more productive in the long run.

The USC group wants to find out if small computers may increase or decrease employment. I doubt if they will have a strong impact on this. They certainly will take over a lot of the drudgery and make work more pleasant. They will help keep costs of running business down and result in more service or product for the consumer . . . or at least lower prices.

Those are some of my thoughts. What ideas do you have for the future?

LEGAL/BUSINESS FORUM

(from page 8)

termination, and Form 5214, Consent Extending the Period of Limitation. The first form is self-explanatory. The reason for the second form is that the statute of limitations for tax returns is three years. Since five years would have elapsed before a final determination could be made, the IRS wants to be able to get you for the first two years if you don't meet the requirements of the presumption.

Even if you fail to meet the presumption, there is still the possibility that the activity can be determined to be one engaged in for profit. In such circumstances, you negotiate with an IRS agent. There are a number of factors that are considered by the IRS in making a determination as to whether the activity is a business or hobby. For instance, if you keep businesslike books and records or if you have quit a job in order to conduct the activity, those items would be viewed by your agent as indicating a business activity. The extent to which there are elements of personal pleasure or recreation involved in the activity will be viewed negatively in making the determination.

You can see that you don't have to be very successful in order

to meet the presumption. Theoretically, if you had a net income of \$10 in years three and four, you would meet the presumption even if you suffered thousands of dollars of losses in the other years. Remember, however, that the presumption is merely that. The IRS can rebut the presumption even if it is met.

The presumption itself creates important tax-planning considerations. If you are contemplating purchasing a life subscription to *Kilobaud*, you might wish to wait until the end of December before writing the check. If it looks like you are going to have \$100 of income in the year, it will behoove you to wait until the beginning of January before writing out the check. Otherwise you would lose what might count as one of the two profit years required. You also want to guard against being over aggressive with respect to taking deductions. You might bootstrap yourself right out of the presumption.

As always, I have greatly simplified the issues involved. If you are making a little money on the side using your computer and think you might qualify for these benefits, you should consult your accountant or tax attorney.

*Kilobaud Legal/Business Forum
c/o Ken Widelitz
10960 Wilshire Blvd., Suite 1504
Los Angeles CA 90024*

NEW PRODUCTS

(from page 13)

new expansion board, which allows its VIP personal computer to provide video displays in eight colors. RCA's basic VIP unit has heretofore been limited to black and white display on a video monitor or, through an external modulator, onto a standard television set.

The VP-590 Color Board, which retails for \$69, allows the user to select one of three background colors for his display; he then specifies one of eight foreground colors for each of 64 screen areas. Any bit turned on in an area will be displayed in the foreground color, while "off" bits in the area will display the background color. Both foreground and background colors can be changed at any time.

Software support for the

VP-590 is provided through CHIP-8C, a color graphics language which is upward compatible with the CHIP-8 language used on the present VIP. The VP-590 plugs directly into a socket provided on both existing and future VIP units. The VIP personal computer contains 2K of RAM, a ROM operating system, an audio cassette interface and a video interface. Input is through a 16-key keypad. The unit is completely assembled and has a suggested list price of \$249.

RCA COSMAC VIP Marketing, New Holland Avenue, Lancaster PA 17604

Digital Trainer

Now you can train students without previous electronics background or improve your own ability for digital electronic-related assignments with the Model 100 Broder Logic Trainer from L. J. Broder Enterprises, Inc., 3192 Darvany Dr., Dallas TX 75220.

The digital trainer comes with 40 digital logic problems that include all the logic gates, flip-flops, positive- and negative-edge triggered devices and master-slave clocking, as well as preset and clear functions with logic "1" and "0" being active. Switch circuit and Venn diagram problems, as well as BCD and binary counting modes, are included. Physical logic state manipulation and the visual display make for fast and retained learning. Extremely practical problems are related to computers, communications, etc.

The trainer improves and grades the ability of technicians, designers, engineers, technical writers, buyers, etc. In operation the student manipulates component logic states using the 8 logic

switches. Solving a problem requires logic switch manipulation to force a logic "1" at the problem card output which will turn on the designated bar indicator.

A manual and a 9 V battery are included. The trainer requires no wire or IC manipulation. Cost is \$69.95.

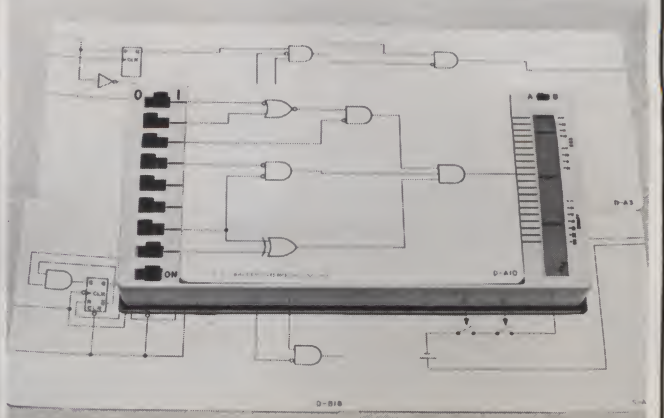
Visible Memory for the KIM

Micro Technology Unlimited announces Visible Memory, a low-cost high resolution graphic display device designed specifically for the KIM-1. The MTU Visible Memory, an 8K memory add-on to the Commodore KIM-1 system, includes the circuitry to simultaneously display the memory contents as 64,000 dots on a TV monitor. You merely connect the board in parallel with the expansion connector on the KIM-1 with two wires also connecting to the application connector.

No modifications to the KIM-1 itself are necessary. The KIM-1 continues to run at full speed with no wait states and no software overhead or CPU time required to refresh the display. Also, there is no snow or other visible interference on the screen when the display memory is being accessed or changed by the KIM CPU.

The basic display format is 200 lines of 320 dots per line. With the optional character display package, up to 18 lines of 40 upper and lowercase characters with true descenders can be displayed. As many as 53 characters per line are possible with some sacrifice in character generation speed. With alternate font tables (5x9 is included in the optional software package), characters of varying

(continued on page 117)



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at less than half the
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No false starts and finding you need some little item or special tool. Our Kit contains all the parts: 8 prime dynamic RAMs and a complete set of preprogrammed jumpers. No matter which model you have (even if you later purchase Level II software), you're covered.

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100% Guarantee

Like our kit, simple: if a part ever fails, we replace it, FREE.



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For technical assistance call or write to:

**ITHACA
AUDIO**

Phone: 607/273-3271

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A Sensible Alternative

If you're seeking low-cost hard copy, you might be interested in the "third alternative."

Kenneth Aird
208 Bellewood Dr.
N. Syracuse NY 13212

The first thing I wanted after I got my SOL up and running was a printer that would allow me to make permanent records of programs, plots, memory dumps or anything else I could display on my

monitor screen. For program listings, a fast-line printer was best, and several thermal printers were available at a reasonable price. However, I wanted typewriter-quality printing so I could edit term papers, letters or manuscripts that, except for the absence of errors, would be indistinguishable from manually typed ones.

There are several types of

printers that meet this requirement. If you have money to burn, a daisy-wheel printer, such as the Diablo, will give you speeds up to 55 characters per second with bidirectional printing and character spacing to a hundredth of an inch. If your budget is more modest, you can get an IBM Selectric with adapter hardware for \$1300 or a used Selectric I/O writer and in-

terface for around \$800 to \$1000.

I chose a third alternative—a used punch-tape typewriter, based on the Selectric mechanism such as those made by Dura/Intel, with an interface that I designed. I hope this article will be helpful to those who also decide on this third alternative.

The used Dura Mach 10, which I purchased for \$500, includes a Selectric typewriter and an eight-hole paper-tape punch and reader, which is the key to the interface as well as being handy for trading programs with other hobbyists whose systems cannot read your cassette tapes.

When I bought the machine, the seller told me it had an 8-bit parallel interface. This turned out to consist of two connectors for an auxiliary paper-tape punch and reader probably used for merging a tape list of names and addresses with a form letter on a tape loop. The connectors are standard miniature female sockets—25 pin for the auxiliary punch and 37 pin for the auxiliary reader; but the electrical interface is hardly standard—except, I hope, within the Dura line.

This article is the result of



Ken Aird in his article-writing workshop. Everything is within easy reach. Headphones aid in finding files on cassette.

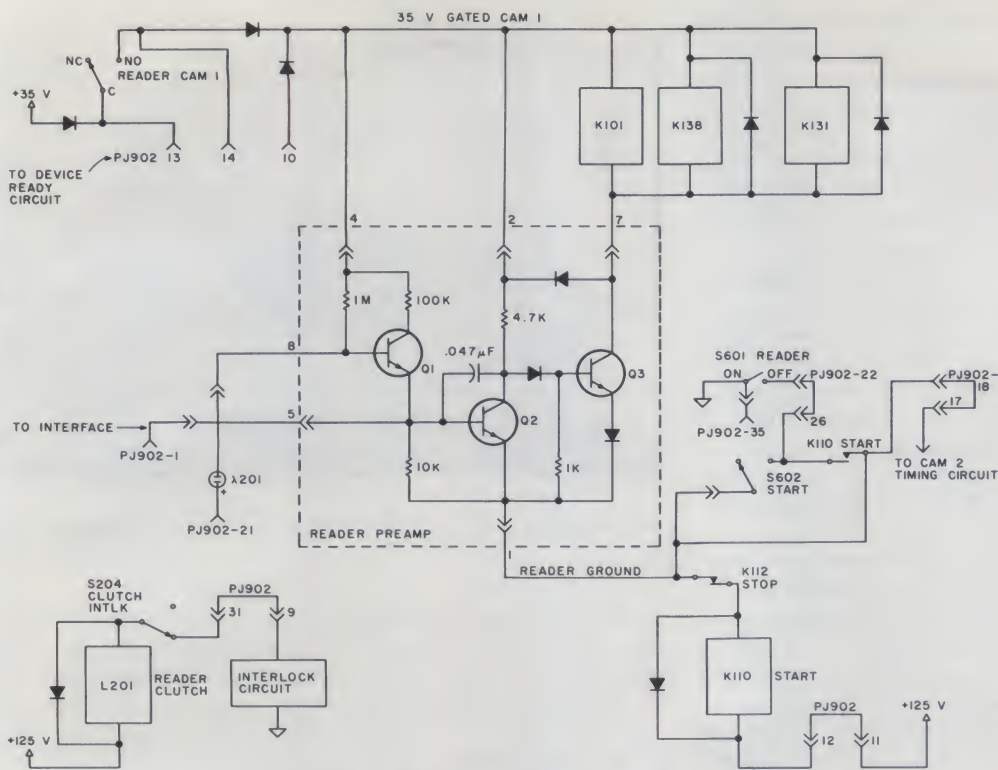


Fig. 1. Section of the wiring diagram for the Dura Mach 10.

hours of experimentation and staring at the circuit diagrams, which I was lucky enough to get with the unit.

Design Considerations

The primary limitations that influenced my interface design were limited funds, limited electronic-design experience and limited patience. At the time, \$500 was the most I was willing to pay for hard copy, and I did not relish the thought of paying another \$200 or so just to connect it to my computer. Although I understand digital logic fairly well, I have had little experience in practical design, but enough to convince me that even a very simple design can take a lot of work to implement.

This knowledge, combined with my intrinsic lack of patience, influenced me to design the simplest possible interface, even if it lacked some of the features I might like. This decision was also compatible with my third requirement: low cost.

Design

The factors listed above led to the following design deci-

sions. The interface would be driven from a parallel port to eliminate serial-to-parallel conversion hardware and allow software control of timing. The Dura would be used for output only; no attempt would be made to use the Selectric keyboard as an input device. This was no problem since the SOL has a nice keyboard for typing text, programs, etc.

The Dura uses an extended version of the Binary Coded Decimal code—some Duras use Selectric correspondence code—and I decided to do the conversion from ASCII with a program rather than to add hardware.

This might cause a problem for people who program in BASIC and do not have access to the output routines of their BASIC interpreter. However, it

is usually possible to patch in your own output routine, an option which the SOL monitor explicitly provides. An advantage of this approach is that any type ball can be used, simply by changing the conversion program.

I decided to use the paper-tape reader's circuitry to take full advantage of the decoding and timing logic built into the Dura. This means that whenever you use the printer, the reader must be running to provide timing signals from the reader's cam switches.

Finally, to safeguard against damage to my computer from the 125 volts used for most of the relay logic in the Dura, I decided to optically isolate all signal lines between the computer side and the printer side of the interface.

The Circuit

A portion of the Dura Mach 10 circuit diagram is shown in Fig. 1. When the paper-tape reader is operating normally, the photocell connected to pin 8 of the preamp reverse biases the input transistor (Q1) whenever there is a hole in the tape allowing light to energize it.

This turns off the second transistor (Q2), and its high collector voltage forward biases the output transistor (Q3), which energizes relays K101, K138 and K131. These relays form part of the decoding logic that operates the proper solenoids to print the character or operate the function that the code represents.

The shaft on the reader, driven by a gear on the main Selectric drive shaft, has two cams that operate timing switches, Cam 1 and Cam 2. The Cam 1 switch, shown in the upper left corner of Fig. 1, gates the 35 volt supply for the reader amplifiers and logic relays, ensuring that the solenoids are not actuated until the paper tape is in position for the next character.

The Cam 2 switch supplies power to the paper-tape punch solenoids. The reader performs a complete cycle in a little less than 65 milliseconds (ms), allowing the printer to operate at its maximum speed of 15.4 characters per second.

The exact timing of the cam switches is shown in Fig. 2. At the end of a cycle, the reader advances the tape sprocket one position and stops. To print the next character it must be started again by a solenoid-operated clutch. This clutch is powered by an interlock circuit that ensures the previous operation, which may take a variable amount of time such as in a tab or carriage return, is com-

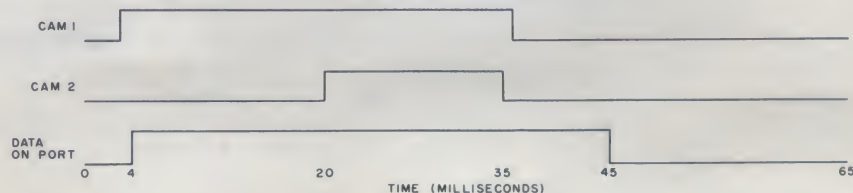


Fig. 2. Timing diagram for the reader cam switches and the interface driver.

pleted first.

My interface takes advantage of the reader circuitry by using the photocell amplifiers and relay decoding logic to input codes, and the reader cam switches to gate the printer solenoids and provide a Device Ready signal. Pins 1 to 8 of the 37-pin auxiliary reader socket provide access to the second stage of the photocell amplifiers as shown in Fig. 1. If you disable the reader lamps or cover the cells with a piece of blank paper tape to keep the photocells dark, then Q2 is normally forward biased, and the interface only needs to ground it to simulate a hole in the tape.

The 35 V gated by Cam 1 is ideal as a Device Ready signal since it turns on exactly when the code is first needed, and never until the reader is running and the printer is ready for another character.

The interface circuit, shown in Fig. 3, uses these facts to allow an extremely simple, yet

effective, system. The positive supplies, grounds and signal lines are all either separate or isolated by optocouplers, thus providing safety and minimizing interference from the noise caused by the many high-voltage inductors and relay contacts in the Dura.

Each bit of the computer's parallel port is connected in series with the light-emitting diode (LED) of an optocoupler and a current-limiting resistor to a 5 volt regulated supply. A higher-value resistor may work if you have more than one device on your port and the interface is loading it too heavily.

The photo-transistor side of each optocoupler shorts the second stage of an amplifier to ground whenever the LED is conducting. This means that a zero on the parallel port, which causes the diode to conduct, simulates a hole in the paper tape.

Also, since the collector of the optocoupler's output tran-



My text editor displays the manuscript on the SOL monitor as it is typed.

sistor is not biased, the paper-tape reader can be used normally if the 5 V supply is turned off or all ones are placed on the parallel port.

The Device Ready signal is derived by passing the 35 V gated by Cam 1 through the input of an optocoupler with a 10k current-limiting resistor. The output transistor's collector is biased toward 5 V and grounded by a ready signal giving the inverted External Device Ready specified in the SOL interface definition.

Construction

I constructed the interface on a standard Vector board with a 44-pin edge connector available from Radio Shack or electronics distributors. I used ordinary wire-wrap sockets and Vector Slit 'N Wrap wiring soldered directly to the edge connector pads and solder-wrapped to the resistor leads.

The 7805 voltage regulator mounted on the board with a makeshift heat sink (not recommended) was originally powered from the 35 V supply of the Dura. Since this pushed the input voltage limits of the regulator, and noise occurred on the common ground line, I am now using a separate 5 V supply I had for use in experiments.

I recommend powering the regulator from either the 8 V filtered supply of your computer or any regulated 5 V supply you have handy. The eight

LEDs are not required, but give a quick indication of what is actually on the parallel port, and are very handy for pinning down the cause of malfunctions.

I can't help much with sources for parts, since most of mine were scrap. The optoisolators were test devices from General Electric. They are GE type H11A, which is equivalent to type 4N26. (The optocoupler is an LED and a phototransistor packaged together with a transparent insulating material between them.) The breakdown voltage between the diode and the transistor is over 1000 volts, which is more than even the Dura generates.

I had trouble finding a 37-pin plug, but they are available for around \$10 from makers such as Cinch and Amphenol. Also try Ron Jenkins, whom I mention at the end of the article. The cable to hook up to my computer is 50-conductor telephone cable ripped out of an office where a new phone system was being installed! I guess I'm just lucky.

The Driver Program

What is a driver program? One of the first programs written for any computer is a standardized Input/output program. Often it is included in the monitor in read-only memory supplied with your computer. With such a program, every other program that needs to access a device simply makes a stan-

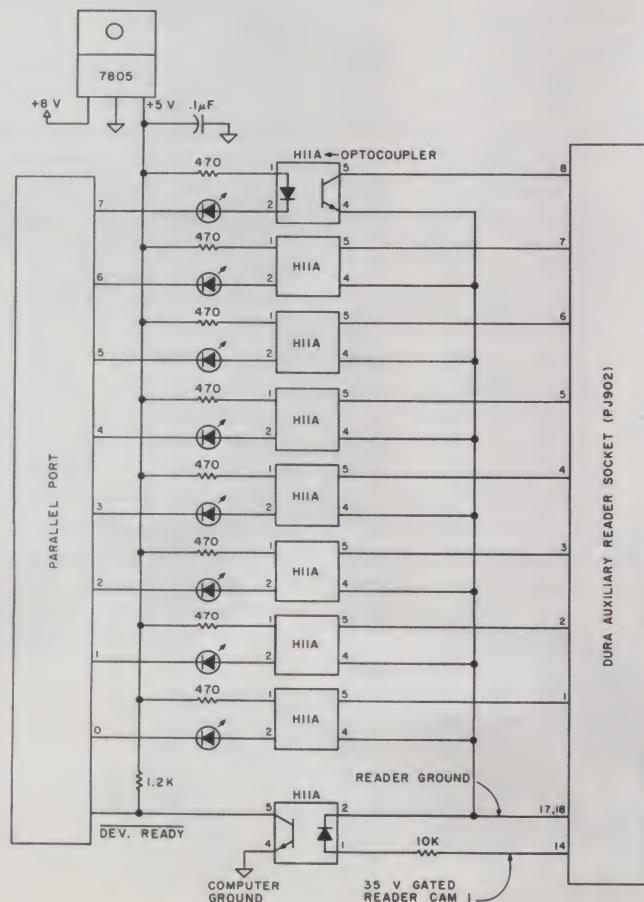


Fig. 3. Schematic of the interface.

dard call to the monitor, which then passes the data to or from the device via a small routine called the driver.

This way if you buy a new printer, your application programs don't have to be changed. All you do is write a new driver routine, which takes care of testing the status flags and sending data to the correct port. In this case, the driver also takes care of code conversion from ASCII (which your programs require) to BCD (which the Dura requires).

To use this driver your program simply moves the ASCII code you want to print into register B and calls the driver at the location labeled DURA. The driver looks this code up in its tables and, if it is a printing character, waits until the Dura is ready to print and then outputs the correct Dura code. Since the Selectric uses uppercase and lowercase, the driver will sometimes output a shift code first to rotate the type ball to the side of the desired letter.

This version of the driver works with the IBM 927 type ball. Certain characters not on the ball, but common in BASIC programs—namely, <, > and †—are simulated by LT, GT and

**, respectively. Also, some characters will print in uppercase or lowercase. To avoid your wasting time with unnecessary shifts, these characters are included in the table of special codes and output—no need to check what case the Dura is in.

The main conversion table is a list of the Dura codes for all the ASCII codes in order from 32, the first printing code, to 128, the last ASCII code. By trying all possible codes, it should be easy to build a conversion table for any type ball, whether it is BCD or correspondence coded. The special routines will also have to be modified, of course.

I stated earlier that a parallel port is used to allow software control of timing. Fig. 2 shows that the driver puts the Dura code on the port as soon as Cam switch 1 closes, and leaves it there for 40 ms. This ensures that the code is there for as long as the printer logic is enabled, but leaves enough time for the calling program to send another character before the Dura is ready for the next cycle.

In fact, your program has about 20 ms to call the driver

with the next character. If it takes longer, the driver may be called in the middle of a cycle and the Dura's relay logic may not have time to register the code. This results in erratic printing.

One solution might be to have the driver wait for a not-ready-to-ready transition, ensuring that it is at the start of a cycle, before putting the code on the port. I have tried this with little success—maybe because the Cam switches bounce each time they close, turning on and off many times.

There are ways to get around this, and you may want to experiment with them. I would be very pleased to learn of any solution you come up with. In the meantime, most of my programs have no trouble coming up with the next character in 20 ms, so I am in no hurry. I do find that it helps to output a couple of shift codes before printing, which gets the program synchronized with the Dura and makes sure it is shifted correctly.

The program listings are for an 8080 processor and are assembled at a location that happens to be free in the SOL system memory. It should be easy

to relocate to any memory location. I must warn you that the program has not actually been assembled by me—I have no assembler yet—so I cannot guarantee that it will assemble correctly. However, the object code has been checked against a dump of the working program.

The ASCII entry outputs data in ASCII without conversion, except inversion for proper polarity. This is used with the non-print feature of the Dura to punch paper tapes to be read on other machines.

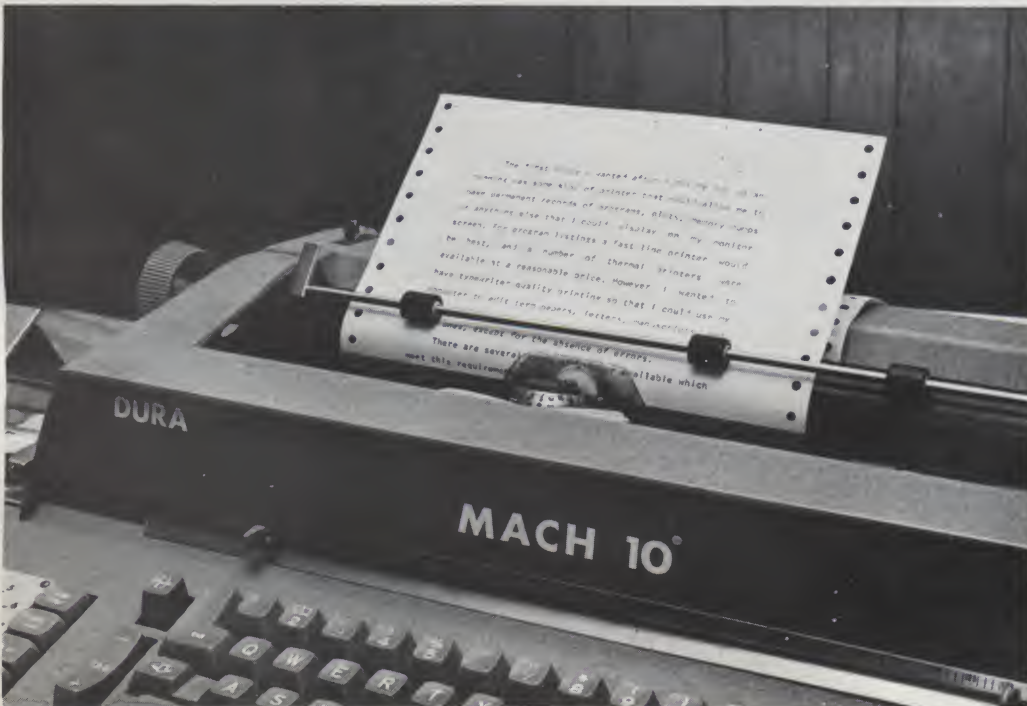
Certain ASCII codes are also Dura control codes, such as print-restore, which should cause the typer to start printing again, but, for some reason, they do not seem to interfere with my punching ASCII tapes. I would be interested in other people's experiences with this feature.

Other than relocation and changing the tables for different type balls, the only changes you should have to make in the driver are in the PRINT routine. There, the parallel port number, status port number and Device Ready bit mask will have to be changed to match your I/O hardware.

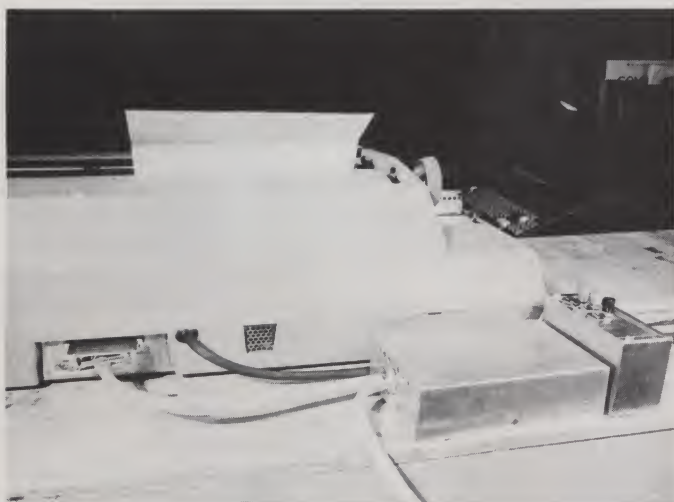
For those with a different processor, I hope that the flowchart of Fig. 4, along with the tables in the listing, will make it fairly easy to write your own version of the driver. Only two registers (A and B) plus the stack are used explicitly, so the program should be easy to write for any machine.

There are a few tricks in the program that may need further explanation. It is clear from the flowchart that all paths eventually lead to the point at the top right corner, which is labeled PRINT in the listing. Rather than use three bytes for an explicit jump instruction at the end of each special routine, I pushed the address of PRINT onto the stack at the very beginning of the program so that a subsequent return instruction, which uses only one byte, has the same effect as a jump to PRINT.

In the table of special codes, SPTAB, each code is followed by the address of the routine to



Typing the manuscript. Note the justified right margin.



The interface at work.

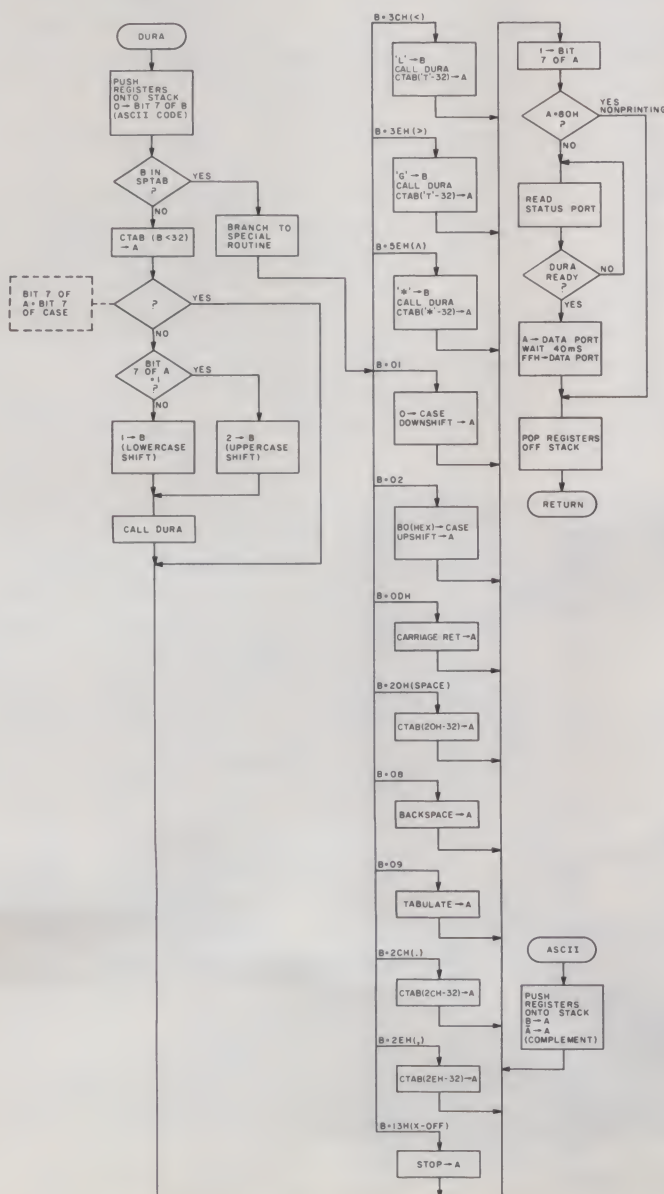


Fig. 4. Flowchart of the interface driver program.

be executed when that code is encountered. Since the special routines are short, and all fit in well under 256 bytes, I decided to use a single-byte relative address instead of the two-byte absolute address.

When the driver finds a match in the table, it gets the relative address from the table and adds it to the address of the first special routine for the actual address of the desired routine. The PCHL instruction loads the program counter with the address just calculated, effectively doing a jump to the special routine.

When the driver has to output a shift code to put the Dura in the correct case, I cannot simply load the Dura shift code and call PRINT because PRINT assumes it is always the last routine called and restores the registers from the stack before returning.

Instead, I use a trick called a recursive call, which has many other more sophisticated uses that I won't go into here. Essentially, the driver calls itself to output the shift code. If the program stored any variables in fixed locations, this could cause problems—because when it returned to itself it might have changed their values.

This is done intentionally with the CASE variable, which should be changed when the status of the Dura changes. A variable, such as CASE, stored in a fixed location that can be looked at by any subroutine is called global. The value of register A, which is the converted code to be output after the shift, is a local variable.

When I call the driver recursively I don't want it to change the value of A, even though I know the program must change A since it is the same program! This problem is handled in a familiar way.

At the beginning of the driver, all the registers, which in this case include all the local variables, are pushed on the stack. At the end of the routine they are popped off again and have the same value as when the routine was called. This is true even when the caller is the

subroutine itself.

In the special routines that output two character codes, I mix the recursive call for the first character with the RET trick which jumps to PRINT for the second character. Since the call to DURA needs the ASCII code while PRINT needs the converted Dura code, I use two different codes for the asterisk, which can be quite confusing.

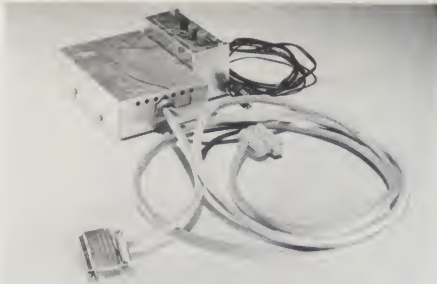
Tricky code such as this can be hard to understand and modify. It only saves a few bytes—about 50 in this program—and requires a line of explanation for each byte saved. However, I believe it is justified for a program such as this, which will probably be used with every other program and will not require frequent modification.

In fact, the driver may be used so much you will want to put it in read-only memory. This is easy to do, since only one byte of the program, CASE, is changed by the program and thus must be in RAM. Still you may want the conversion table and special routines in RAM so you can change type balls easily.

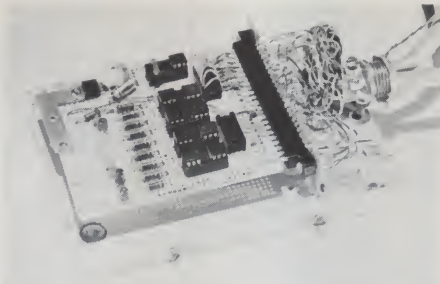
Pitfalls

I hope that all Dura or Itel units of the same vintage as mine use the same interface for their auxiliary reader. However, even if this is the case, it is essential to have a set of wiring diagrams for your unit because many different options and features have been added at various times. At some time, you will need to debug a problem with your unit, which will be nearly impossible without these diagrams.

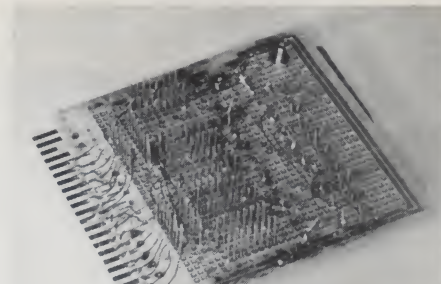
I learned the hard way that operation of the paper-tape reader requires the installation of several jumpers on the auxiliary reader socket. Three of them, pins 11-12, 17-18 and 9-31, are shown in Fig. 1. A jumper between pins 16-34 may be needed to turn on the reader lamps if you want to actually read paper tapes. The lamps are not needed for the interface and must be blocked with an opaque piece of paper if they are on.



The complete interface. Large metal connector plugs into the Dura. Smaller one goes to the SOL parallel port. Box with 3 binder posts is 5 V power supply.



Top view of the interface circuit board. Empty sockets are wired to the edge connector pads for easy wire-wrap modifications.



Bottom view of the interface circuit board showing Slit 'N' Wrap wiring methods.

Some of these jumpers may be hard-wired inside the Dura on the actual circuit boards. The model and serial numbers of my unit are given in the driver listing. How much they will tell you depends on how much you know about Duras.

If the Dura is shifted into uppercase by the interface and then turned off, it will stay in uppercase, and no amount of fiddling with the shift key will help. I've read that you can play with the mechanism inside and get it to shift down, but I find that it is easier to just output a lowercase shift from a program.

This assumes, of course, that you have a working interface. If not, you can make a paper tape of all lowercase shifts by turning the punch on and off while shifting up and down.

When you are through wiring your interface and are all ready to power up, stop! Get some sleep. Then double- and triple-check your wiring and measure the voltages to ground on all of the pins of the computer's interface connector before plugging in to the computer. There are many pins on the auxiliary reader socket with high voltages—some 125 V—that will fry a lot of expensive chips if you short them to ground by mistake.

Also note in Fig. 1 several places to tap into ground, including pins 35, 22 and 17. If you use any of them except 17, you will find 125 V on your signal lines when the reader is not running. This is because the ground on the preamps is connected via the coil on the Start

relay to 125 V, and it sneaks through the 10k resistor to the interface input.

This is OK if your ground is also at 125 V, but if you use an actual 0 V ground, you will have problems. The worst you can do is blow some optoisolators.

Conclusion

There are alternatives for the hobbyist who wants high-quality hard copy. I believe that my choice is still the cheapest, especially if you sacrifice features in favor of low cost. I want to acknowledge a lot of help I have received from Ron Jenkins of Sirius Micro Systems, 4490 Sirius Ave., Lompoc CA 93436. He has provided me with wiring diagrams, manuals, parts and valuable advice.

He is marketing a Dura interface that will control the timing of the typer by simulating the reader cams with reed relays and will have several options for interfacing to the computer. I don't know if he plans to offer hardware code conversion at this time. I suggest you write to him if you don't want to go to the trouble of building your own interface. Of course, you will have to pay more, but if you have more money than time, go right ahead.

Now that you have a high-quality printer, what about the software to fancy-edit letters and papers? Well, the manuscript for this article, as well as the listings of the driver, were edited on my SOL using a program I wrote.

This allows me to move the cursor to any point in the text with four keys for right, left, up

and down; insert or delete text at any point with the existing text moving out of the way before my eyes; print the text on my Dura with automatic indenting and right justification; and accomplish many other features which I won't describe here because they are the subject of my next article.

If you don't want to wait for

my article, a similar program is available for \$100 from Michael Shroyer, 3901 Los Feliz Boulevard, Los Angeles CA 90027. With the combination of a Selectric printer and a good video editing program, you can make your micro into a word-processing machine superior to many commercial ones costing over \$10,000. ■

Program Listing.

```
* Driver Routine for Dura Mach 10
*
* by Kenneth Aldred
*
* This version is written for use with the Processor
* Technology SOL-20 with SOLOS monitor and the BCD
* encoded version of the Dura model 133038 serial
* #9957. The eight bits of the SOL parallel output
* port (FD hex) drive the eight bits of the Dura paper
* tape reader circuits. A zero on the parallel port
* simulates a hole in the paper tape while a one
* represents no hole. The ASCII code in register B is
* first converted to the corresponding BCD code and
* then output to the port when the Dura signals that
* it is ready for another character via the External
* Device Ready flag which is bit 2 (0=LSB, 7=MSB) of
* the status port (FA hex) on the SOL. This bit is
* zero when the Dura is ready for another character
* and one when it is busy typing or not turned on. Bit
* 7 of the Dura code in the conversion table is a one
* if the character is upper case and zero if it is
* lower case. The driver keeps track of whether the
* Dura is in upper or lower case, and outputs a shift
* code when required. An ASCII 01 code (start of
* heading) is output as a lower case shift and a 02
* code (start of text) as an upper case shift. It is
* advisable whenever possible to output two shift
* codes every time you start printing with the Dura
* using this interface. This does two things. First,
* it makes sure the Dura is shifted into the case
* which the driver thinks it is in and second, it
* synchronizes the program with the typer and assures
* that the program will be ready with a new character
* as soon as the Dura finishes printing the last one.
* This assumes that the program can supply data as
* fast as the Dura can print it, as it must for
* reliable results with this timing method. The ASCII
* code 13 (x-off) outputs a Dura stop code which
* causes the paper tape reader (and therefore the
* printer) to stop. A special table is included for
* those characters which will print in upper or lower
* case, such as the period, and for some ASCII codes
* which are not on the IBM number 927 type ball but
* which can be simulated with multiple characters,
* such as the greater-than arrow. This table is
* consulted before looking in the main table, and if
* the code is found there the special routine
* associated with it is executed instead of the
* standard conversion and output. Non-printing codes
* result in no action being taken by the driver. This
* assembly starts at location CA6F, just after the
* part of the SOL system memory used by SOLOS.
*
```


* May not work on some Dura machines due to conflict with Dura
 * control codes such as print-restore.

CACB F5
 CACC C5
 CACD D5
 CACE E5
 CACF 78
 CAD0 2F
 CAD1 C3 AF CA
 CAD4

ASCII PUSH PSW Save registers.

PUSH B
 PUSH D
 PUSH H
 MOV A,B
 CMA
 JMP PRINT
 DS 4
 Get ASCII code in A.
 Make a one punch a hole.
 Output the code to the Dura.
 Spare room for fixes.

* Return in HL the address of the Dura code for the ASCII
 * code in B. If the ASCII code is non-printing, return the
 * address of DEL which has a value of zero.

CONVT MVI A,20H Less than 32 is non-printing.

CMP B
 JM INDEX Non-printing code?
 MVI B,7FH Yes, make it a DEL.

INDEX MOV E,8 Put ASCII in DE.
 LXI H,CTAB-20H Code table starts at 32.
 DAD D Add code to table base address.
 RET Address of Dura code is in HL.

* Special routines for Comma, Period, Space, Backspace,
 * Carriage Return and Tabulate which print in upper
 * or lower case, for Shift and Stop codes, and for
 * Less Than, Greater Than and Exponential arrows
 * which print as LT, GT and ** respectively.

SPRTN EQU \$ Base address of special routines.

LT MVI B,'L' Print LT.
 CALL DURA Recursive call prints L.
 MVI A,0DCH Dura code for T.

RET - Go to PRINT.
 DS 2 Spare bytes.

GT MVI B,'G' Print GT.
 CALL DURA Recursive call prints G.
 MVI A,0DCH Dura code for T.

RET - Go to PRINT.
 DS 2 Spare bytes.

POWER MVI B,'*' Print ** for up arrow.
 CALL DURA Recursive call prints *.
 MVI A,0F7H Dura code for *.

RET - Go to PRINT.
 XRA A Lower case shift.

STA CASE Set case flag.
 MVI A,85H Dura down shift code.

RET - Go output it.
 MVI A,80H Upper case shift.

US STA CASE Set case flag.
 MVI A,83H Dura upshift code.

RET - Go output it.
 MVI A,7FH Carriage Return code.

CR MVI A,0EFH Space code.

SP RET - Backspace code.

BS MVI A,0C1H Tabulate code.

TAB RET - code.

COMA MVI A,94H code.

PER MVI A,74H Dura stop code.

STOP RET

* Table of special routines. Each entry is two bytes.
 * First byte is ASCII code. Second byte is the address of
 * the routine for that code relative to SPRTN.
 * Adding the second byte to SPRTN gives the absolute address.

C862 9D DB 09DH B
 C863 8C DB 08CH C
 C864 9B DB 09BH D
 C865 8A DB 08AH E
 C866 89 DB 089H F
 C867 98 DB 098H G
 C868 97 DB 097H H
 C869 86 DB 086H I
 C86A AE DB 0AEH J
 C86B AD DB 0ADH K
 C86C BC DB 08CH L
 C86D AB DB 0ABH M
 C86E BA DB 0BAH N
 C86F B9 DB 089H O
 C870 A8 DB 0A8H P
 C871 A7 DB 0A7H Q
 C872 B6 DB 086H R
 C873 CD DB 0CDH S
 C874 DC DB 0DCH T
 C875 CB DB 0CBH U
 C876 DA DB 0DAH V
 C877 D9 DB 0D9H W
 C878 C8 DB 0C8H X
 C879 C7 DB 0C7H Y
 C87A D6 DB 0D6H Z
 C87B E5 DB 0E5H Left bracket prints as (
 C87C 6F DB 06FH Backslash
 C87D DF DB 0DFH Right bracket prints as)
 C87E 00 DB 00 Up arrow
 C87F BF DB 0BFH Underscore
 C880 E9 DB 0E9H
 C881 1E DB 01EH a
 C882 1D DB 01DH b
 C883 0C DB 00CH c
 C884 1B DB 01BH d
 C885 0A DB 00AH e
 C886 09 DB 009H f
 C887 18 DB 018H g
 C888 17 DB 017H h
 C889 06 DB 006H i
 C88A 2E DB 02EH j
 C88B 2D DB 02DH k
 C88C 3C DB 03CH l
 C88D 2B DB 02BH m
 C88E 3A DB 03AH n
 C88F 39 DB 039H o
 C890 28 DB 028H p
 C891 27 DB 027H q
 C892 36 DB 036H r
 C893 4D DB 04DH s
 C894 5C DB 05CH t
 C895 4B DB 04BH u
 C896 5A DB 05AH v
 C897 59 DB 059H w
 C898 48 DB 048H x
 C899 47 DB 047H y
 C89A 56 DB 056H z
 C89B E6 DB 0E6H Left brace prints as (
 C89C A4 DB 0A4H Vertical bar prints as |
 C89D DF DB 0DF0 Right brace prints as)
 C89E 00 DB 00 Not sign non-printing
 C89F 00 DB 00 DEL non-printing

* Programmed loop for a delay of about 40 milliseconds.
 * Assumes an 8080 with a 2 MHz clock and no interrupts.

DEBNC MVI C,21 1.3 milliseconds/loop
 TIMER MVI A,255 Inner loop count.
 COUNT DCR A 7.5 microseconds/loop.
 JNZ COUNT End of inner loop.
 DCR C
 JNZ TIMER End of outer loop.
 RET

A "Gift" That Keeps on Giving

Thoughts of Christmas past can lead to an ongoing present.

Time: Christmas day 1976.

Place: Brother-in-law's house.

Present: Brother-in-law and two college-professor friends.

Did you see the price of a Pong game is down to 30 bucks?"

"Yeah, I wouldn't mind having one."

"But I think I'd get tired of playing it pretty soon. I'd really like to have a computer so I could play Star Trek."

That's me swerving the conversation to a favorite subject. Before I quit my job as a patent attorney to take over my father's farm, I had designed a file-management system for my company's patent records. To familiarize me with the capabilities of computers and to allow me to converse intelligently with a walking computer peripheral called a programmer, the company sent me to a FORTRAN IV programming course. The bug bit me hard, and I wrote and ran programs whenever I could. But, when you quit the company, you quit its computer.

So, I sat on the tractor and pined, dreaming a lot and talking about the day computers would be affordable to a wheat farmer in a down market. Meanwhile, back to Christmas day:

"One of my computer-freak buddies at the college told me there's a place in Denver where you can buy a small computer for a few hundred dollars that can play games and help run your home."

If I had been a cat, my ears would have perked up so fast there would have been a sonic boom — was my dream a reality in the present?

My brother-in-law didn't know the name of the store, but he would find out for me. Three weeks later, I was in Denver. A few phone calls to firms listed in the Yellow Pages got me the name of the Byte Shop. I beat a path straight to their door.

The moment I looked around the display room I knew I was in over my head. I didn't have the foggiest idea what components were needed to make a working system or what brand of computer I would like, and I told the salesman so. Without batting an eye, he walked me to the publications rack and recommended some books and magazines to get me started. Twenty dollars lighter, I headed home to many hours of reading.

TTL? CMOS? RAM? ROM? PROM? EPROM? Thank God the man talked me into buying a dictionary. I sent in readers' service cards, pored over the brochures and looked in the dictionary. I thought I'd never understand it all. RS-232? 20 mA loop? How do I interface this with that?

Slowly, however, it began to make sense. What made the most sense was that the system I was beginning to envision was incompatible with my budget. Despair. Think! The only way is to get someone else to help pay for

it. In the middle of the boondocks? Who?

Time: March 1977.

Place: My car.

Present: Grain-elevator manager.

"That computer service gives me more headaches than it's worth. They make so many mistakes keypunching. We'll have to switch to an on-line service so we can do our own keypunching."

The light bulb goes on. TIMESHARING!! Put a terminal in the elevator and hook it to my computer by telephone.

Oh boy! Now, what do I need besides a modem (a word I had seen in an ad) and a terminal? I read some more and wrote letters to manufacturers describing what I wanted to do. More brochures arrived, but very little specific guidance. I talked to my cousin, who wrote the programs for the computer service the elevator is now using. Their 8-bit computer has 16K of memory and a megabyte disk (probably won't need that for one customer). He had showed me a console with a floppy disk, which some of the brochures had described. One floppy disk should hold all the necessary information. But the way their business is expanding I will probably need a dual-disk system.

So, based on my meager knowledge, I decided that my system should have a minimum of 16K RAM, a dual floppy disk system, a printer,

TV terminals for my home and the elevator, the modems to connect the elevator to my computer, and perhaps the most difficult part — a private telephone line.

Now let's look at the price lists and make a comparative table. One manufacturer stood out above all others in terms of value per dollar. So I figured the total price tag; added in a fudge factor, interest and maintenance; assumed a three year payout; and told the elevator manager I could set him up for \$250 per month plus the cost of the forms to print his statements. Now *his* ears perked up. That was \$350 per month less than the other on-line service he could buy. He didn't even want to wait until fall so I could have more time to work on the system. I got him calmed down and extended the time frame.

Fright! Paralyzing fright!! I had never programmed in BASIC. Could I handle such a complex job? I sent for books, studied every program in the magazines and started flowcharting. I wished for a computer so I could test some programs.

You may call this a dream, but I know that within six months I will have someone else paying for my hobby. There must be thousands of potential customers who would be more than happy to help pay for your computer. Start looking around. Anyone with an inventory or accounts-receivable problem is a prime candidate. But take a word of warning from a lawyer; get a signed contract *before* you lay out the bucks for the equipment and a remote terminal.

The first month or so, there are bound to be problems. Don't let the customer back out before he has a chance to become familiar with the system. Keep him happy and adjust the rental during these problem times. Remember, you are a salesman backing up your warranty. Think how you would want to be treated. ■

SPINTERM^{T.M.}

FASTER THAN THE DEVIL! at 55 characters per second.

More characters—up to 128 on an interchangeable print thimble.

Longer life with a print thimble that gives over 30,000,000 impressions.

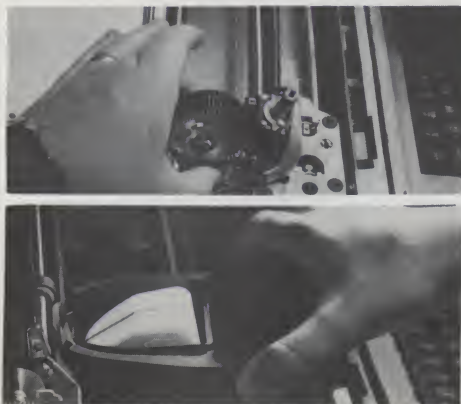
Quieter at 60 dB with hinged covers on, and 67 dB with covers off.



We started with the revolutionary NEC Spinwriter*, added proportional spacing, and BEHOLD! . . . a complete input/output word processing printer!

All this, plus many standard features enable the SPINTERM to outperform other printers in this range of capabilities.

Ribbon and thimble changes are fast and easy.



For instance, the forms length control provides 99 choices of lines. You can select 6 or 8 lines per inch. You have 6 baud rates at 110, 150, 200, 300, 600 and 1200. Industry standard RS-232 interfaces contain a built-in self test. The quality of print can't be beat for it's uniform impression, even through an original and 5 copies. The numeric keypad is standard, along with full ASCII keyboard. You have a choice of ribbon styles, each in a snap-on cartridge. And we can supply an optional full word processing software package.

We've barely scratched the surface of outstanding features which are standard on the SPINTERM. So write us, or call your dealer for complete details.

INPUT/OUTPUT UNLIMITED, INC.
13762 Victory Boulevard
Van Nuys, California 91401 ✓ ISO

(213) 997-7791



*Trademark of NEC Information Systems, Inc.

✓ Reader Service—see page 147

The Art of Generating Expense Reports

Have fun, fun, fun without also having martini, martini, martini.

No, I am not trying to cheat on expense reports for the company I work; I am playing the game by their own rules: I'm just trying to make my work a little easier. Another way of looking at it is that this program is a practical use for a random number generator, something other than the usual guessing game.

Expense reports aren't bad for a one-day or two-day trip. But imagine a three-week, four-week or even a two-month expense report! Enough to drive you up a proverbial wall. I guess on

that big one it took me two days of adding columns and rows to make everything add up correctly (and with luck to the amount of the advance I had left). Sure, the idea of writing down everything you spend for meals in a little book is OK for about a week. Then the entries start to get messy and a day or two late as Motel Syndrome settles in. (What? Eat at a hamburger joint and then have Fun, Fun, Fun at night? Well, maybe once in awhile.)

Let's look at the company rules for expense reports.

1. Receipts are needed for rooms.
2. Receipts are needed for car rental.
3. Receipts are needed for gasoline.
4. Receipts are not needed for meals (our ace in the hole).
5. Meals should average about \$15 a day, depending on area.
6. Meals should be reasonably priced.
7. No expenses allowed (on my level) for Fun, Fun, Fun.
8. All the horizontal (daily) rows must add up.
9. All vertical rows must add up.

10. Spending too little will mess up your buddies on their next trip.

The Program

I do not pretend that this program is so successful that it can't be recoded to be more compact and more efficient. Here's how it works.

Number of days will determine the size of the array in the DIMension statement. Horizontal elements, 0 to 5, are for date, breakfast, lunch, dinner, room and special values. The starting date (MM, DD, YY) will fill in the zero element of the array with the date. Included is a correction for leap years if YY is divisible by 4.

Room rates are variable in steps based on the number of days you dictate. (Remember, on the last day you didn't sleep in a motel, you were flying home.)

If you say (Y)es to the standard meal deductions you will accept the following: Breakfast averages \$1.50 $\pm$.20 for ± 3 increments; Lunch averages \$2.50 $\pm$.50 for ± 3 increments; Dinner averages \$6.50 $\pm$ 0.75 for ± 3 increments. If you say (N)o, then you will use your own averages, slop values and del values. Whether you choose

```
#OF DAYS; 3
START DATE MM,DD,YY? 8,1,77
REPORT WILL COVER 8/1/1977 TO 8/3/1977
STARTING DOLLARS YOU HAD? 700
DOLLARS YOU ENDED UP WITH? 354.78
ROOM RATE? 25
#OF DAYS AT RATE 25.00? 2
DAYS REMAINING 1
ROOM RATE? 0
#OF DAYS AT RATE 0.00? 1
STANDARD MEAL DEDUCTIONS (Y)ES OR (N)O? Y
TOTALS
B=4.50      L=7.50      D=22.50      R=50.00      S=0.00

START VALUE      =700.00
END VALUE        =354.78
TOTAL NOW        = 84.50
UNACCOUNTED      =260.72

EXEC MODE
P=PRINT REPORT   S=SPECIAL
C=CHANGE MEALS   X=RE-RANDOMIZE MEALS
D=DISPLAY DATE   ?=COMMANDS AGAIN
R=ROOM RATE      I=ITERATIVE MEAL INCREASE
T=TOTALS         E=END
? S
DATE OF SPECIAL MM,DD? 8,2
AMOUNT OF PURCHASE ? 7.50
```

```
REASON OF PURCHASE ? TAXI
UNACCOUNTABLES ARE 253.22
EXEC MODE
? D
DATE YOU WISH DISPLAYED MM,DD? 8,1
B=1.70 L=3.00 D=8.00 R=25.00 S=0.00
CHANGE VALUE (Y)ES OR (N)O? Y
B/L/D/R/S ? B
NEW VALUE IS ? 0
B=0.00 L=3.00 D=8.00 R=25.00 S=0.00
CHANGE VALUE (Y)ES OR (N)O? N
EXEC MODE
? I
UNACCOUNTABLES ARE $254.92
REDUCE UNACCOUNTABLES TO WHAT VALUE? 230
ITERATING BY 2.76
ITERATING BY .31
ITERATING BY .04
ITERATING BY .01

TOTALS
B=9.03 L=16.85 D=31.84 R=50.00 S=7.50
START VALUE      =700.00
END VALUE        =354.78
TOTAL NOW        =115.22
UNACCOUNTED      =230.00
EXEC MODE
? P
```

Executive expense report generator.

EXPENSE REPORT COVERING 8/1/1977 TO 8/3/1977

DATE	BREAK.	LUNCH	DINNER	ROOM	SPECIAL	REASON	TOTAL
8/01	0.00	6.12	11.12	25.00	0.00		42.24
8/02	4.62	4.12	11.86	25.00	7.50	TAXI	53.10
8/03	4.41	6.61	8.86	0.00	0.00		19.88
=====							
3 DAYS	9.03	16.85	31.84	50.00	7.50		115.22
=====							
START VALUE							=700.00
END VALUE							=354.78
TOTAL NOW							=115.22
UNACCOUNTED							=230.00

Expense report covering 8/1/77 to 8/3/77.

the standard deductions or your own, the matrix will be randomly filled in with values for the three meals.

The program has an EXEC MODE. Its special commands are:

PRINT REPORT (P). Will generate a complete matrix with horizontal and vertical totals, including a total report.

SPECIAL (S). Allows you to insert items such as laundry, taxi, etc., by a given date.

CHANGE MEALS(C). Allows a positive or negative vertical increase on the meal of your choice (e.g., all the dinners should be increased about \$1.50 more). This change happens on all nonzero meals.

RE-RANDOMIZE MEALS (X). Means that you have decided after all to take the (N)o path for the standard meal deductions.

DISPLAY DATE (D). Allows you to change any of the five variable elements. This is how you zero a meal (e.g., breakfast for the first day was zero since you didn't fly out til 9 am).

COMMANDS AGAIN(?). Reprints the commands in case you get mixed up.

ROOM RATE(R). Allows a complete overhaul of the room-rate structure (better have receipts).

Other commands include **TOTALS (T)** and **END (E)** **ITERATIVE MEAL INCREASE (I)** is perhaps the

most interesting command. If, for example, your unaccountables are \$280.56 and you would like to reduce this item to \$250.00 (because you're too cheap to make up the difference), the command will calculate how much to add to all nonzero meals so that the total unaccountables will be what you have specified. This portion of the program takes time and will go through three or four passes

until it gets the unaccountables to your specified values. Relax and watch the lights blink. Remember, the alternative is to run the horizontal and vertical sums with a calculator . . . or pay.

Remarks

The program was written in Altair 8K BASIC (for the 680b). Floating-point numbers tend to be a problem, especially when you're

trying to get rows and columns to add up to the penny. For this reason, all values are carried as an integer value, 100 times the printed value. The Q, Q\$ subroutine at line 2280 is a method of columnizing dollars and cents values in lieu of a PRINT USING statement.

Eat at the hamburger stand; then you can afford to have fun, fun, fun. ■

Program listing.

```

10 PRINT:PRINT
20 PRINTTAB(15);"EXECUTIVE EXPENSE REPORT GENERATOR"
30 PRINT:PRINT
40 DATA31,28,31,30,31,30,31,31,30,31,30,31
50 CLEAR1000
60 INPUT" # OF DAYS";DY
70 DIMA(DY,5),R$(DY),MZ(12)
80 INPUT"START DATE MM, DD, YY";MM,DD,YY
90 D1$=RIGHT$(STR$(MM),LEN(STR$(MM))-1)+" / "
100 D1$=D1$+RIGHT$(STR$(DD),LEN(STR$(DD))-1)+" /19"
110 D1$=D1$+RIGHT$(STR$(YY),LEN(STR$(YY))-1)
120 IFMM > 12ORDD > 31ORABS(INT(MM)) <> MMORABS(INT(DD)) <> DDTHEN 80
130 FORN=1TO12:READMZ(N):NEXT:IFINT(YY/4)=YY/4THENMZ(2)=29
140 N=1
150 FORN1=DDTOMZ(MM):A(N,0)=MM*100+N1
160 N=N+1:IFN > DYTHEN190
170 NEXTN1:DD=1:MM=MM+1:IFMM=13THENMM=1:YY=YY+1
180 GOTO150
190 D2$=RIGHT$(STR$(MM),LEN(STR$(MM))-1)+" / "
200 D2$=D2$+RIGHT$(STR$(N1),LEN(STR$(N1))-1)+" /19"
210 D2$=D2$+RIGHT$(STR$(YY),LEN(STR$(YY))-1)
220 PRINT"REPORT WILL COVER ";D1$;" TO ";D2$
230 INPUT"STARTING DOLLARS YOU HAD";SD
240 INPUT"DOLLARS YOU ENDED UP WITH";EV
250 SD=INT(100*SD):EV=INT(100*EV)
260 C=0
270 INPUT"ROOM RATE";RR:RR=INT(100*RR):Q=RR:R=6
280 PRINT" # OF DAYS AT RATE ";GOSUB2280:INPUT T
290 IFC+T > DYTHENPRINT"IMPOSSIBLE START OVER":GOTO260
300 FORN=1TOT:A(C+N,4)=RR:NEXTN
310 C=C+T:IFC < DYTHENPRINT"DAYS REMAINING ";DY-C:GOTO270
320 IFFL <> 0THEN680
330 INPUT"STANDARD MEAL DEDUCTIONS (Y)ES OR (N)O";T$
340 IFT$="N"THEN380
350 IFT$ <> "Y"THEN330
360 AB=1.5:AL=2.5:AD=6.5:BS=.2:LS=.5:DS=.75:D1=-3:D2=3
370 GOTO600
380 INPUT"AVERAGE BREAKFAST $1.50 (Y)ES OR (N)O";T$
390 IFT$="Y"THENAB=1.5:GOTO420
400 IFT$ <> "N"THEN380
410 INPUT"AVERAGE BREAKFAST WAS ";AB

```



```

1740 GOTO1720
1750 IF T$="B" THEN T=1
1760 IF T$="L" THEN T=2
1770 IF T$="P" THEN T=3
1780 INPUT "AMOUNT OF CHANGE (+ OR -) X.XX":C
1790 C=INT(100*C)
1800 FOR N=1 TO DY:IFA(N,T) < 0 THEN A(N,T)=A(N,T)+C
1810 NEXT N
1820 GOSUB900:PRINT "NEW ";;GOSUB1000:GOTO 700
1830 INPUT "DATE YOU WISH DISPLAYED MM,DD",MM,DD
1840 GOSUB2250:IFE=1 THEN 1830
1850 R=-99
1860 Q=A(N,1):PRINT "B=";;GOSUB2280
1870 Q=A(N,2):PRINT "L=";;GOSUB2280
1880 Q=A(N,3):PRINT "D=";;GOSUB2280
1890 Q=A(N,4):PRINT "R=";;GOSUB2280
1900 Q=A(N,5):PRINT "S=";;GOSUB2280
1910 IFR$(N) < " " THEN PRINT "FOR "R$(N);
1920 PRINT
1930 INPUT "CHANGE VALUE (YES OR (N)O)":T$
1940 IF T$="N" THEN GOSUB900:GOTO 700
1950 IF T$ < "Y" THEN 1930
1960 INPUT "B/L/D/R/S "T$
1970 IF T$="B" THEN T$="L" OR T$="R" OR T$="S" THEN 1990
1980 GOTO1960
1990 INPUT "NEW VALUE IS "K
2000 K=INT(100*K)
2010 IF T$="B" THEN P=1
2020 IF T$="L" THEN P=2
2030 IF T$="D" THEN P=3
2040 IF T$="R" THEN P=4
2050 IF T$="S" THEN P=5
2060 IF P=5 AND K < 0 AND K > 0 AND R$(N)=" " THEN INPUT "REASON OF PURCHASE":R$(N)
2070 A(N,P)=K:IF P=5 AND K=0 THEN R$(N)=" "
2080 GOTO1860
2090 GOSUB900:PRINT "UNACCOUNTABLES ARE $":Q=UA:GOSUB2280
2100 PRINT:INPUT "REDUCE UNACCOUNTABLES TO WHAT VALUE":T
2110 T=INT(100*T)
2120 IF T > 0 THEN PRINT "*** MUST BE LESS ***":GOTO 2090
2130 Z=1000:R=7
2140 IF Z*3>DY > ABS(UA-T) THEN Z=Z-1:GOTO 2140
2150 IF Z=0 THEN Z=1
2160 PRINT "ITERATING BY "Q=Z:GOSUB2280:PRINT
2170 FOR X=1 TO DY
2180 FOR Y=1 TO 3
2190 IFA(X,Y) < 0 THEN A(X,Y)=A(X,Y)+Z
2200 GOSUB900
2210 IF UA <= T THEN PRINT:GOSUB1000:GOTO 700
2220 NEXT Y:NEXT X
2230 IF Z < 0 THEN Z=Z-1:GOTO 2140
2240 GOTO 2170
2250 FOR N=1 TO DY:IFA(N,0)=MM*100+DD THEN E=0:RETURN
2260 NEXT N:E=1
2270 PRINT:NO SUCH DATE AS "MM:DD:RETURN
2280 Q$=STR$(Q):Q$=RIGHT$(Q$,LEN(Q$)-1)
2290 IF Q$=0 THEN Q$="0.00":GOTO 2350
2300 IF LEN(Q$)=2 THEN Q$=" "+Q$
2310 IF LEN(Q$)=1 THEN Q$="0."+Q$
2320 IF Q < 0 THEN Q$="- "+Q$
2330 IF LEFT$(Q$,1) < "0" THEN Q$="0"+LEFT$(Q$,2)
2340 Q$=LEFT$(Q$,LEN(Q$)-2)+"."+RIGHT$(Q$,2)
2350 R=R-LEN(Q$)
2360 IFR > 0 THEN PRINT "R=R-1:GOTO 2360
2370 PRINT Q$:IF R < -99 THEN PRINT SP(5);
2380 RETURN
END

```

SMALL SOFTWARE SYSTEM

TRS - 80 SOFTWARE



TRS - 80 HARDWARE

SMALL HARDWARE SYSTEM

SS1

THE ELECTRIC PENCIL WORD PROCESSOR—\$99.95

Michael Shraye's **ELECTRIC PENCIL**, highly respected as a superior word processor for home computers and small businesses, is now available for the TRS-80! In addition to all standard **ELECTRIC PENCIL** editing and printing features, this new version offers a transparent cursor, two key rollover, repeating keyboard, upper and lowercase entry and display (after simple modification - documentation included) or upper case only in unmodified TRS-80's. The **ELECTRIC PENCIL** runs printers using Radio Shack's expansion interface or will operate RS-232 and 20-mil current loop printers using our TRS232 printer interface. LEVEL-I or LEVEL-II 16K computers may be used. The **ELECTRIC PENCIL** opens a whole new world of practical applications for the TRS-80 computer!

* RSM-2D: A NEW MONITOR FOR TRS-80 DISK SYSTEMS!—\$29.95 *

Finally, a monitor for disk users! This new program includes all the features of our popular **RSM-1S**, plus it reads and writes **SYSTEM** tapes, has a **2-80 BREAKPOINT** routine, reads and writes **DISK SECTORS** directly, and **PRINTS** using either the Radio Shack Interface or our own **TRS232**. Three versions on one disk to load at the top of 16K, 32K or 48K computers.

RSM-1S: A MACHINE LANGUAGE MONITOR FOR THE TRS-80—\$23.95

RSM-1S provides you with 22 commands which interact directly with the Z-80 processor in your TRS-80. You may examine your ROM's, test your RAM, enter and execute machine language programs, read and write machine language tapes, and much more! A **SYMBOLIC DUMP** command disassembles object code and displays it as Zilog standard Z-80 mnemonics! Memory may be displayed in HEX or either of two ASCII formats, and can be **EDITED**, **MOVED**, **EXCHANGED**, **VERIFIED**, **FILLED**, **ZEROED**, **TESTED**, or **SEARCHED** for one or two-byte codes. Memory display commands may be stepped with **SPACE**, or aborted with **BREAK**. Runs in 4K.

AIR RAID: A REAL-TIME TRS-80 SHOOTING GALLERY!—\$14.95

AIR RAID is a game where large and small airplanes fly across the screen at different altitudes. A ground based missile launcher is pointed and fired from the keyboard. Missiles may be guided after launching! Aircraft explode dramatically when hit, sometimes destroying other nearby planes! Score is tallied for each hit or miss, and the highest score is saved to be challenged by other players. **AIR RAID** provides hours of fun for you, and is a super demonstration program for entertaining friends! Runs in 4K.



* Small System Software * P.O. Box 366 * Newbury Park, Calif. 91320 *

TRS-232 PRINTER INTERFACE—\$39.95 (Assembled and Tested)

The TRS232 is a self-contained software-driven output port and comes complete with cassette software and source listings for driving printers from LEVEL-II or DISK BASIC or machine language programs. Diablo, Teletype, TI Silent or any RS-232 or 20-mil current loop printer may be used with the TRS232. The TRS232 is small (about 1" x 2" x 3") and installs in series with the power and cassette cables on your TRS-80 computer. A standard DB-25 connector mates with the printer cable. The TRS232 may be left in place at all times, since it does not interfere with cassette operation. The **ELECTRIC PENCIL** and **RSM-2D** use the TRS232, thus word processing, BASIC, and machine language applications are supported!

PARA-PORT: 2 1/2 PORT PARALLEL I/O BOARD—\$79.95 (Kit)

Our parallel port board can be used for driving LED light displays, reading external keyboards, polling sense switches, driving parallel port printers, controlling relays for lamps, sprinklers, or any place where control of external devices is desired! Included are two latched 8-bit input and output ports plus a third 4-bit status port so that full handshaking protocol may be established. Requires external 5-volt power supply.

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Deep, Dark Secrets of the TRS-80 (Level I)

Who knows what lurks in the "mind" of the TRS-80? The Shack does know; BL does too.

Want to know how to load a machine-language cassette and take control away from the Level I ROM? How can Level II increase cassette transfer rate with software? Well, fellow T-BUG users, here are the answers you've been looking for.

Introduction

Several features of Radio Shack's TRS-80 microcomputer puzzled me for quite some time. Among these was the ability to load and execute a machine-language program. Still another was the ability of Level II BASIC to increase the cassette transfer rate from 250 baud to 500 baud.

A few months ago I purchased Radio Shack's T-BUG program. I was determined to find out how T-BUG could take control of the CPU away from the ROM. The first step was to find a way to display more memory at one time than T-BUG allows. The result was a core dump routine that displays 64 locations at a time in both hex and ASCII character equivalence. Pressing "ENTER" causes it to scroll the next 16 locations.

With the aid of the core dump, about 35 percent of the ROM was manually disassembled. Since I had no previous experience with the Z-80 or 8080 machine language, it was very tedious work. Therefore, the next step was to write a disassembler. One week later, working two or three hours a night, I finally finished the dis-

assembler.

Now life became a lot simpler. To step through every instruction in the ROM was easy and relatively painless, but there was still no clue as to "how?" It was easy to see that T-BUG does take control of the machine—but there are no "jump" or "call" statements that can get you out of the ROM! I was beginning to think that there was some *magic* involved, when an idea came to mind: There is a way to transfer control without using a JP or CALL! Are you ready for this? RETurn!!! That's right.

One Mystery Solved

How? ... Simple! When the computer executes a CALL, it pushes the return address onto the stack. When it executes a RET, it pops the address off the stack. Now, what would happen if you were to "modify" the address that got stored in the stack in between the CALL and the RET? Right! When the RET is executed, control would go to whatever address is then in the stack.

This is, indeed, the exact technique used by T-BUG (and any other programs that are not in BASIC). When the TRS-80 is powered up (or RESET), the stack pointer is initialized to 4200_H. T-BUG loads into addresses 4091_H to 43FD_H. If you examine the contents of 41FE_H and 41FF_H you will see the address that was placed into the ROM's stack when the tape was loaded (40B1_H). Thus, when the "CLOAD" subroutine

executes its RETurn instruction, control passes to address 40B1_H (in the T-BUG program).

So there you have it—all you have to do to write your own programs that can load and take control away from the ROM is store the beginning address at 41FE_H and 41FF_H (high-order byte to 41FF_H) during the load. Just to get you used to this, let's try a quick, little experiment.

Enter the listing shown in Program A using the T-BUG monitor. This program will paint the video screen white (same as using the SET instruction in BASIC); wait about five seconds and return control to the ROM. (The RST 20H instruction at 4409_H is a call to a ROM subroutine that compares the con-

tents of the DE register with the contents of HL.)

Now that you have that program in core, write it onto cassette using the following T-BUG instruction:

P 4400 441B

Now modify the locations as shown below:

41FE 00
41FF 44

Again, using the "punch" command in T-BUG, write these two locations onto the tape:

P 41FE 41FF

OK, here we go—rewind the recorder and push the MASTER RESET on the computer. Now that you are back under ROM control, enter CLOAD. The computer should come back with "READY" (as though you loaded a BASIC program). Now enter

4400	11 00 40	LD	DE, 4000H
4403	21 00 3C	LD	HL, 3C00H
4406	36 BF	LOOP1	LD (HL), BFH
4408	23	INC	HL
4409	E7	RST	20H
440A	38 FA	JR	C, LOOP1
440C	06 05	LD	B, 05H
440E	21 FF FF	LOOP2	LD HL, FFFFH
4411	2B	LOOP3	DEC HL
4412	7C	LD	A, H
4413	B5	OR	L
4414	20 FB	JR	NZ, LOOP3
4416	10 F6	DJNZ	LOOP2
4418	C3 00 00	JP	ROM

Program A. This machine-language program will paint the video screen white; wait five seconds and return control to the ROM. Mnemonics are supplied for reference only.

CLOAD again. Presto! A white screen! It should stay that way for about five seconds and return control to BASIC. Isn't that something?

Applications

Now, how do we apply this knowledge? Well, there are two ways. If you wish to write a program that loads into high core (for example, my core dump routine resides at 7E00_H), you can use the method described above. That is, using T-BUG, write the program, put it on tape, place the starting address in 41FE_H and 41FF_H as described and write that out onto the tape. Using this method, you will have to enter CLOAD twice—the first time will read in the program itself; the second CLOAD will cause it to execute.

An alternate method, but one that is a little more complex, is to write the program to execute in low core. To do this, you must keep several things in mind. First, T-BUG, which is used to enter the program, resides in low core. Therefore, you must enter the program at some address above 4400_H, block transfer it to where you want it (overlying some or all of T-BUG) and record it on tape using your own "call" to the ROM's CSAVE routine. There is one other consideration to be aware of—you must not use ad-

dress 4090_H as this is used during the cassette I/O operations and would be destroyed. (Note: The T-BUG starting address of 4091_H is not a "random" choice.)

Another Enigma—Transfer Rates

Does this seem a little complicated? I agree. However, a little later I will show you a practical example of how to use this method. In fact, it is directly tied in with mystery number two: How does Level II provide a faster transfer rate?

One of the other secrets of the Level I BASIC ROM that I stumbled upon shortly after completing the disassembler was how the cassette I/O works. Actually, the problem was: How does Level II increase the transfer speed without altering the hardware? In going through the code in the ROM for CSAVE (starting at 0F3B_H) and CLOAD (at 0EE9_H), I realized that the actual I/O commands were in timing loops. Adjusting the delays in the loops would increase or decrease transfer rate.

I copied the cassette I/O routines into the RAM (changing whatever addresses were necessary) and applied a highly complex, very technical, scientific algorithm to figure out the delay times (in other words—I

Program B. This program will allow the TRS-80 Level I to produce and read cassette tapes at 1000 baud. Note: This is a machine-language program—mnemonics and comments are for reference only.

```

4EC0 31 C0 40      LD SP,40C0
4EC3 CD 40 0B      WAIT CALL KEYIO      WAIT
4EC6 28 FB         JR Z,WAIT            FOR
4EC8 FE 0D         CP A,0DH             CARRIAGE
4ECA 20 F7         JR NZ,WAIT           RETURN
4ECC CD E9 0F      CALL CTON            TURN ON CASSETTE
4ECF 21 DE 40      LD HL,40DEH          SET LOADER
4ED2 22 FE 41      LD (41FEH),HL        ENTRY POINT
4ED5 11 00 42      LD DE,4200H          WRITE LOADER
4ED8 CD 4B 0F      CALL CSAVE0          ONTO TAPE
4EDB C3 3B 41      JP MYRTN            GOTO HIGH SPEED WRITE
4EDE 31 C0 40      LOAD LD SP,40C0H     LOADER ENTRY POINT
4EE1 CD 40 0B      WAIT2 CALL KEYIO     WAIT
4EE4 28 FB         JR Z,WAIT2           FOR
4EE6 FE 0D         CP A,0DH             CARRIAGE
4EE8 20 F7         JR NZ,WAIT2         RETURN
4EEA CD F4 40      CALL CLOAD           HIGH SPEED READ
4EED C3 EC 0E      JP ROM1             RETURN TO ROM
4EF0 00 00 00 00
4EF4 CD E9 0F      CLOAD CALL CTON      TURN ON CASSETTE
4EF7 D5           PUSH DE
4EF8 AF           XOR A               LOOK FOR

```

```

4EF9 CD 81 41      LOOP1 CALL READ1
4EFC FE A5         CP A,A5H
4EFE 20 F9         JR NZ,LOOP1
4F00 3E 2A         LD A,2AH
4F02 32 00 3C      LD (3C00),A
4F05 32 01 3C      LD (3C01),A
4F08 CD A1 41      CALL READ0
4F0B 57           LD D,A
4F0C CD A1 41      CALL READ0
4F0F 5F           LD E,A
4F10 CD A1 41      CALL READ0
4F13 67           LD H,A
4F14 CD A1 41      CALL READ0
4F17 6F           LD L,A
4F18 0E 00         LD C,00
4F1A CD A1 41      LOOP2 CALL READ0
4F1D 12           LD (DE),A
4F1E 13           INC DE
4F1F FE 0D         CP A,0DH
4F21 20 0A         JR NZ,NOCR
4F23 F5           PUSH AF
4F24 3A 01 3C      LD A,(3C01H)
4F27 EE 0A         XOR A,0AH
4F29 32 01 3C      LD (3C01H),A
4F2C F1           POP AF
4F2D 81           NOCR ADD A,C
4F2E 4F           LD C,A
4F2F E7           RST 20H
4F30 30 E8         JR NC,LOOP2
4F32 E5           PUSH HL
4F33 CD E4 0F      CALL CTOFF
4F36 E1           POP HL
4F37 D1           POP DE
4F38 79           LD A,C
4F39 A7           AND A
4F3A C9           RET
4F3B CD E9 0F      MYRTN CALL CTON
4F3E 21 00 42      LD HL,4200H
4F41 ED 5B 6C 40   LD DE,(406CH)
4F45 CD 4B 41      CALL SAVE
4F48 C3 C9 01      JP ROM2
4F4B 3E 00         SAVE LD A,00H
4F4D C5           PUSH BC
4F4E 08           LOOP3 EX AF,AF'
4F4F AF           XOR A
4F50 CD A9 41      CALL RITE
4F53 08           EX AF,AF'
4F54 3D           DEC A
4F55 20 F7         JR NZ,LOOP3
4F57 3E A5         LD A,A5H
4F59 CD A9 41      CALL RITE
4F5C 7C           LD A,H
4F5D CD A9 41      CALL RITE
4F60 7D           LD A,L
4F61 CD A9 41      CALL RITE
4F64 C1           POP BC
4F65 7A           LD A,D
4F66 CD A9 41      CALL RITE
4F69 7B           LD A,E
4F6A CD A9 41      CALL RITE
4F6D 0E 00         LD C,00
4F6F 7E           LOOP4 LD A,(HL)
4F70 CD A9 41      CALL RITE
4F73 23           INC HL
4F74 E7           RST 20H
4F75 20 F8         JR NZ,LOOP4
4F77 79           LD A,C
4F78 ED 44         NEG
4F7A CD A9 41      CALL RITE
4F7D CD E4 0F      CALL CTOFF
4F80 C9           RET
4F81 D9           READ1 EXX
4F82 08           EX AF,AF'

```

```

BEGINNING
OF
BLOCK
HERE'S WHERE
THE TWO ASTERISKS
COME FROM
READ IN
BEGIN
ADDRESS
FOR BLOCK
READ IN
END
ADDRESS
OF BLOCK
INIT CHECKSUM
READ A BYTE
AND STORE IT
IS IT A CARRIAGE RETURN
YES - CONTINUE
IF ASTERISK WAS ON
TURN IT OFF
IF IT WAS OFF
TURN IT ON
ADD TO CHECKSUM
AND SAVE
ARE WE DONE
NO - LOOP2
TURN OFF TAPE
HL - LAST BYTE ADDRESS
LOAD CHECKSUM
TEST IT
AND RETURN
TURN ON CASSETTE
SET START ADDRESS FOR BASIC
GET END ADDRESS
HIGH SPEED WRITE
JUMP BACK TO ROM
WRITE LEADER
OF 128
BYTES OF
ALL
ZEREOES
LOOP UNTIL
DONE
WRITE OUT
BLOCK INDICATOR
WRITE OUT
BEGIN
ADDRESS
FOR BLOCK
WRITE OUT
END
ADDRESS
FOR BLOCK
INIT CHECKSUM
WRITE OUT
A BYTE
ARE WE DONE
NO - LOOP4
WRITE
OUT
CHECKSUM
TURN OFF CASSETTE
AND RETURN
LOOK FOR

```


4F83	DB FF	LOOP5 IN	A,(FFH)	BEGINNING
4F85	17	RLA		OF
4F86	30 FB	JR	NC,LOOP5	BYTE
4F88	06 3E	LD	B,3EH	DELAY
4F8A	10 FE	DJNZ	\$	COUNT
4F8C	CD F0 0F	CALL	OUT0	READY FOR BIT
4F8F	06 2E	LD	B,2EH	DELAY
4F91	10 FE	DJNZ	\$	COUNT
4F93	DB FF	IN	A,(FFH)	GET BIT
4F95	47	LD	B,A	
4F96	08	EX	AF,AF'	PUT IT
4F97	CB 10	RL	B	INTO BIT 0
4F99	17	RLA		OF A-REG
4F9A	F5	PUSH	AF	
4F9B	CD F0 0F	CALL	OUT0	ACKNOWLEDGE
4F9E	F1	POP	AF	
4F9F	D9	EXX		RETURN WITH BIT
4FA0	C9	RET		IN A-REG
4FA1	06 08	READS LD	B,08H	GET 8 BITS
4FA3	CD 81 41	CALL	READ1	OR 1 BYTE
4FA6	10 FB	DJNZ	\$-1	RETURN WITH BYTE
4FA8	C9	RET		IN A-REG
4FA9	D9	RITE EXX		CHAR TO BE WRITTEN IN A-REG
4FAA	0E 08	LD	C,08H	8 BITS IN A BYTE
4FAC	57	LD	D,A	
4FAD	CD C5 41	LOOP6 CALL	ONE	MARK BEGINNING OF BYTE
4FB0	CB 02	RLC	D	IS THE BIT A "ONE"
4FB2	30 0B	JR	NC,ZERO	NO - ZERO
4FB4	CD C5 41	CALL	ONE	YES - WRITE IT
4FB7	0D	CHECK DEC	C	ARE WE DONE
4FB8	20 F3	JR	NZ,LOOP6	NO - LOOP6
4FBA	7A	LD	A,D	CHAR WE JUST WROTE
4FBB	D9	EXX		
4FBC	81	ADD	A,C	ADD IT TO CHECKSUM
4FBD	4F	LD	C,A	AND STORE
4FBE	C9	RET		RETURN
4FBF	06 30	ZERO LD	B,30H	DELAY
4FC1	10 FE	DJNZ	\$	COUNT
4FC3	18 F2	JR	CHECK	LOOP BACK
4FC5	21 01 FC	ONE LD	HL,FC01H	
4FC8	CD F3 0F	CALL	OUT1	READY FOR WRITE
4FCB	06 0A	LD	B,0AH	DELAY
4FCD	10 FE	DJNZ	\$	COUNT
4FCF	21 02 FC	LD	HL,FC02H	
4FD2	CD F3 0F	CALL	OUT1	DO THE WRITE
4FD5	06 0A	LD	B,0AH	DELAY
4FD7	10 FE	DJNZ	\$	COUNT
4FD9	21 00 FC	LD	HL,FC00H	OUTPUT BACK
4FDC	CD F3 0F	CALL	OUT1	TO ZERO (RTZ)
4FDF	06 27	LD	B,27H	DELAY
4FE1	10 FE	DJNZ	\$	COUNT
4FE3	C9	RET		RETURN
4FE4	thru 4FFC must be 00			
4FFD	A8			
4FFE	C0			
4FFF	40			

6800	01 40 01	LD	BC,0140H	BYTE COUNT
6803	11 C0 40	LD	DE,40C0H	RECEIVING ADDRESS
6806	21 C0 4E	LD	HL,4EC0H	SENDING ADDRESS
6809	ED B0	LDIR		TRANSFER
680B	CD E9 0F	CALL	CTON	TURN ON CASSETTE
680E	11 FF 41	LD	DE,41FFH	SET LAST BYTE ADDRESS
6811	21 C0 40	LD	HL,40C0	SET FIRST BYTE ADDRESS
6814	CD 4B 0F	CALL	CSAVE0	WRITE ONTO TAPE
6817	C3 C9 01	JP	ROM2	JUMP TO ROM

Program C. This routine will block transfer the load/save program and store it on a cassette tape, creating a load/save production tape.

guessed). The result of this effort was a cassette load/save program that is not 250 baud like Level I, not 500 baud like Level II, but 1000 baud! A 14K BASIC Star Trek program that took 7½ minutes to load now loads in less than 2 minutes! That's what is called convenience."

1000-Baud Program

The load/save program is a good example of a self-executing machine-language program illustrating the block transfer and record method. The load/save program is shown in Program B, and the block transfer and record routine is shown in Program C. Using the T-BUG monitor, here is how to create the production tape.

1. Enter the load/save program *exactly* as it is shown in Program B.
2. Enter the routine in Program C.
3. If you desire, you may record these two programs on tape. Note: The production tape, which will ultimately contain the load/save program, cannot be reproduced, except on audio equipment. To save the programs, enter:
P 4EC0 5000
P 6800 681A
4. Drop in a cassette and prepare for recording.
5. Enter J 6800.

Since part of T-BUG is now wiped out, control is returned to BASIC. You now have a production tape that can be used to create tapes at 1000 baud. The tapes will each have their own "loader" (at normal transfer rate) which can read the remainder of the tape at high speed. To use the system, follow these instructions:

1. Load a BASIC program in

the normal manner from cassette or keyboard.

2. Mount the load/save cassette you just created and enter CLOAD.

3. When the cassette stops (there is no other indication), put in a fresh tape and place the tape player in record mode.

4. Press "ENTER." The "loader" and BASIC program will be recorded. Control will return to the ROM.

5. To load a program produced in this manner, rewind the tape and enter the CLOAD as usual.

6. A couple of seconds after the asterisks appear, the cassette will again stop. At this point, *reduce the volume to around 5.*

7. Press "ENTER." (Note how fast the second asterisk flickers!)

If you encounter read errors, try adjusting the volume between 4 and 6. If you're still getting read errors, try cleaning and degaussing the heads of the recorder.

A last word of caution. Any changes to Program B will alter the entry point address. This program must load so that the tape "checksum" is placed into 41FF_H (4200_H is the first byte of the BASIC program). Therefore, the load/save program has been adjusted to produce a checksum of 40_H (the high-order byte of the entry point address—40C0_H). This is the purpose of the A8_H stored at 4FFD_H.

Well, that's about it for this time. As you are reading this, think about me—busily searching through my Level II ROM, converting my Level I T-BUG programs to Level II, and, in general, turning my lovely wife into a computer widow. Good luck and happy T-BUGging. ■

Author's Note: This article discusses the Radio Shack TRS-80 and features a 1000 baud cassette tape program that utilizes the T-BUG Monitor and Debugging Aid available from Radio Shack. Detailed knowledge of Z-80 machine-language, a prerequisite to using T-BUG, can be obtained from the user's manual that accompanies Radio Shack's "TRS-80 Editor/Assembler" or any Z-80 CPU Reference Manual.

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Interfacing the Elf II

Did you enjoy "The Amazing 1802" back in August? Here's more info from the same source.

Robert J. Cotter
The Johns Hopkins
School of Medicine
Baltimore MD 21205

How many times, while entering a long program on my Elf II, have I suddenly wondered if I'd missed an entry? I'd then go back again to the beginning and check each set of bytes. Or I'd move my logic tester along the address bus to see where I was, compare that with my written program and see if the contents on the display corresponded to the correct address. Other times when I would make a mistake on an entry, I'd have to step the INPUT switch from the very beginning up to where I'd made my error and correct it.

At first I considered connecting an LED to each of the address lines, but the thought of reading binary numbers while my listing was in hexadecimal was not very appealing. Finally,

I decided to hard-wire decode the address lines and display them in hexadecimal. And, while I was at it, why not decode the full 16-bit addresses, so that my circuit wouldn't become obsolete when I bought that new 4K memory expansion board that is now available for the Elf II?

In this article I describe two simple circuits for decoding and displaying all 65K address locations. In addition, I have written a short program that can be used with the second circuit as an *operating system* to display any address, change its contents and step through or execute a program beginning at any location. In combination with the address decoder and display, the operating system has been invaluable as a debugging tool.

16-Bit Addressing— How It Works

By placing eight high-order bits and eight low-order bits of

an address on the lines at different times in the machine cycle, the 1802 needs only eight addressing lines to transfer all 16 address bits to and from its memory. The original Elf II, which has only 256 memory locations, utilizes only the low-order bits. The high-order bits are needed for memory expansion and are generally decoded for "page selection."

Fig. 1 shows a typical *timing diagram*. Note that the timing pulses TPA and TPB appear during the different parts of the cycle when the high-order and low-order bits are on the address bus. These timing pulses can be used to latch each half of the 16-bit address. Each of the 8-bit bytes can then be separately decoded for display as two hexadecimal digits.

Circuitry

A simple 16-bit address display is shown in Fig. 2. The eight address lines are first buffered using CMOS 4050 hex

noninverting buffers. TPA and TPB are buffered with 4049 inverters to provide the necessary *low* enable pulses for latching the address bits onto the four 9368s.

The 9368s are latches, decoders and drivers all in one integrated circuit, and, unlike other 7-segment decoders, they decode all 16 binary states. When the high-order address bits appear on the lines, the inverted TPA pulse causes two of the 9368s to latch and display their 2-bit hexadecimal equivalent. When the low-order bits appear, TPB latches these on the other two displays.

Once you have built this circuit, you can enter a program and see both the memory contents and the address displayed simultaneously as you input each memory byte. As mentioned before, this can be quite helpful when you enter a long program, where it is easy to miss a memory byte. Furthermore, if you have built the 1 Hz clock recommended in "The Amazing 1802" (August 1978, p. 102), you can debug a program by executing it slowly (8 seconds/machine cycle) and watching the address display.

I have found many programming errors with this circuit by noting that a memory byte was fetched from a different location than I had intended. The address display will indicate just how far a program executed successfully.

You may, however, wish to have a circuit that also gives you access to the 16 address bits, which you can then use for selecting pages of memory or for memory-mapped I/O. This can be accomplished by modifying the circuit in Fig. 2 and placing a second set of latches between the address buffers

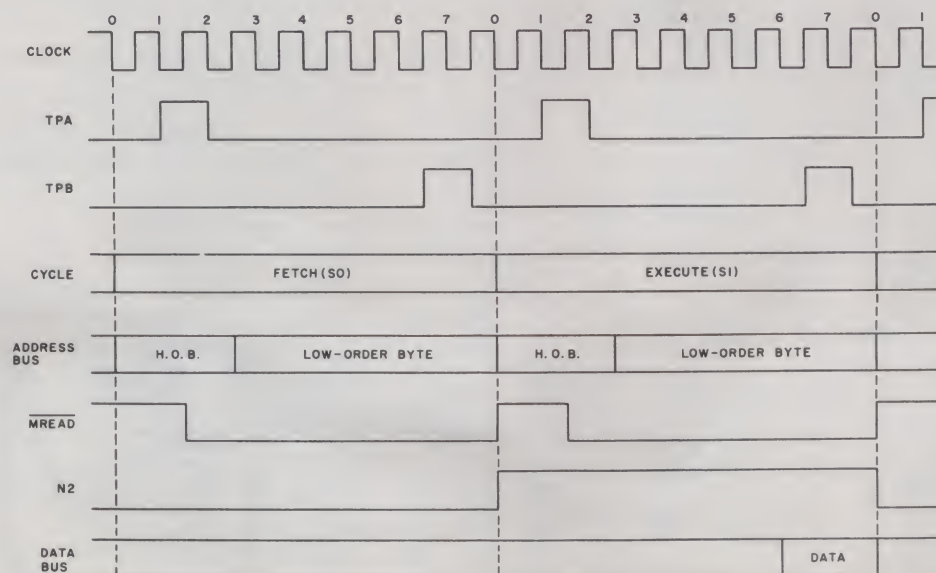


Fig. 1.

and the 9368 latch/decoder/drivers.

This circuit is shown in Fig. 3 and uses two 74100 8-bit latches. (Alternatively, four 7475 4-bit latches work just as well.) Since the 74100 is TTL logic, the latched address outputs (A0 to A15) can be connected to a number of memory boards or output devices. Circuit operation is similar to that of Fig. 2. TPA latches the high-order bits on one of the 74100s, and TPB latches the low-order bits on the other.

Note, however, that $\overline{TPB}$ now latches all 16 bits simultaneously on the 9368s, so that all of the displays change at exactly the same time. This is especially convenient when a program with the 1 Hz clock is being executed.

An Operating System

Whenever the RUN switch of the Elf II is depressed, the mem-

ory pointer always starts execution at location 00 00 in the memory. This is inconvenient if a number of programs are to be stored in different locations of the memory. While you could INPUT a GOTO command in the first few locations to start execution at any point, this would not solve the problem of correcting a single byte further along in memory or getting a listing of a program without having to step up to the beginning location.

A simple *operating system*, on the other hand, would allow the user to set the program pointer at any location in memory, examine the contents of that location, change the contents, step through the program or begin execution at that point. The *operating system* presented in Table 1 does just that. However, to make the address display useful for this system, one minor hardware

change must be made.

When the *operating system* has been loaded and the RUN switch depressed, the operating program sits in a loop awaiting input from the operator. Input consists of a two-byte

address location and an instruction either to examine an entry, change the contents of a memory location or begin execution. This loop results in a hopeless jumble of numbers on the address display. Since the

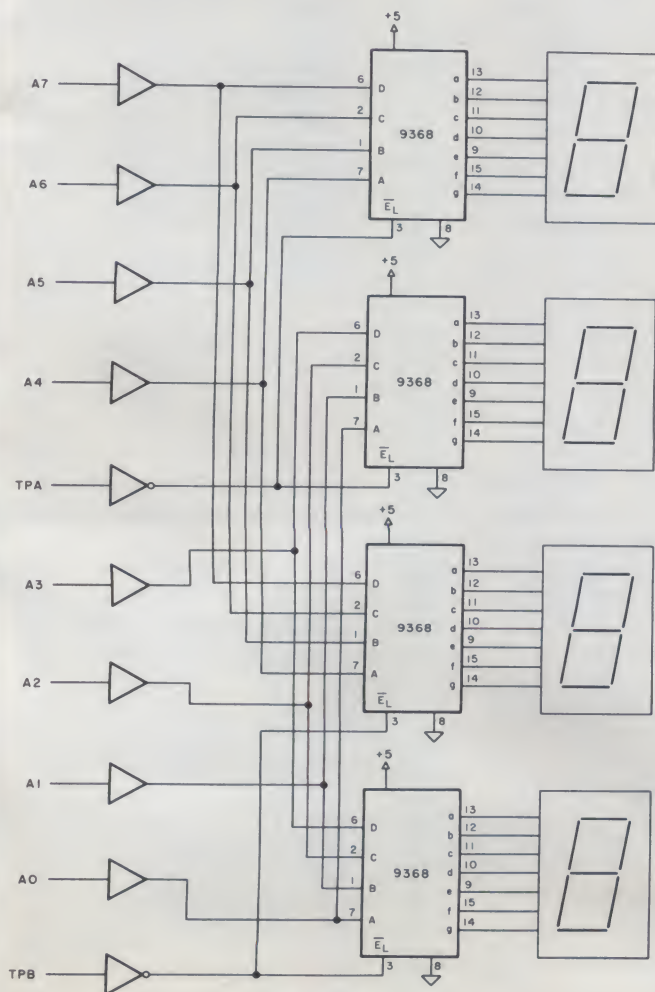


Fig. 2.

Address	Bytes	Comments
00 00	F8 00 B1	Set location for storage area of starting address at 00 38, using R1 as pointer.
03	F8 38 A1	
06	E1 64	Set X = 1. Show location 00 38 on address display, and contents on data display. R1 + 1.
08	7B 3F 08	Wait for INPUT switch ON and OFF.
0B	7A 37 0B	
0E	6C B2 64	Load the high-order byte of the starting address from the keyboard into R2.1 and location 00 39. Show 00 39 on address display and high-order byte on data display. R1 + 1.
11	7B 3F 11	Wait for INPUT switch ON and OFF.
14	7A 37 14	
17	6C A2 64	Load the low-order byte from the keyboard into R2.0 and location 00 3A. Show 00 3A on address display and low-order byte on data display. R1 + 1.
1A	7B 3F 1A	Wait for INPUT switch ON and OFF.
1D	7A 37 1D	
20	6C	Load keyboard number into register D and location 00 3B.
21	FB EE	If keyboard number is EE, then go to location 00 2C.
23	32 2C	
25	7B 6C	If not, light Q. If the keyboard number is CE, then go to location 00 2C.
27	FB CE	
29	32 2C	If neither, then set program pointer at the starting location and begin execution.
2B	D2	
2C	E2 64	Display the starting address and its contents. Increment register R2.
00 2E	3F 2E	Wait for INPUT switch ON and OFF.
30	37 30	
32	39 2C	If Q is OFF, skip the WRITE step and return to 00 2C to display the next location.
34	6C	If Q is ON, write the keyboard number into the next location.
35	30 2D	Return to 00 2D to display new contents and address.
37	00	END
00 38		Storage
39		area
3A		for
3B		register
3C		R1.
00 3D		Begin user programs.

Table 1.

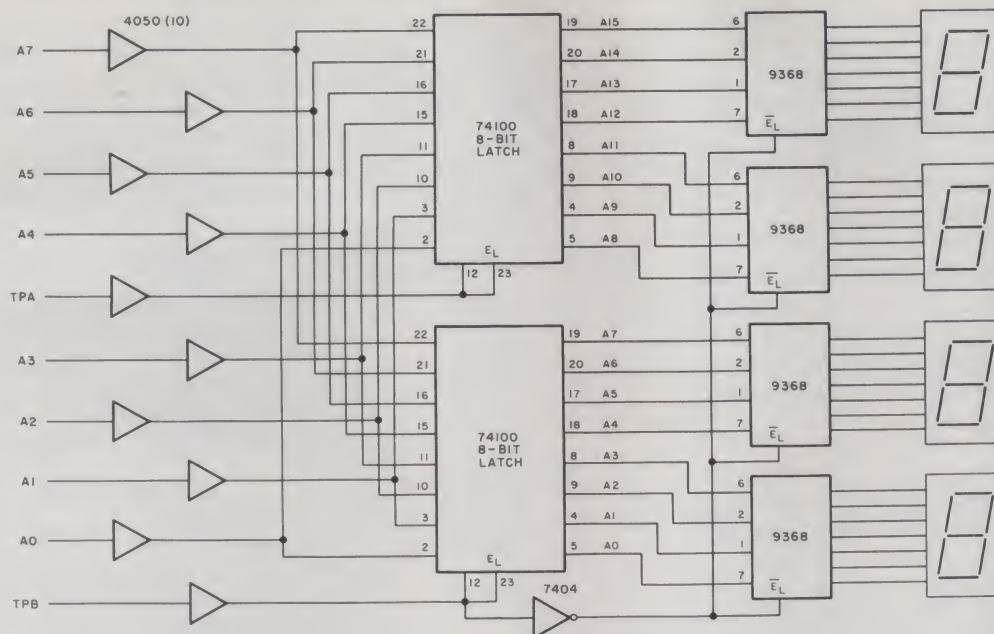


Fig. 3.

addresses of interest are those for which the contents are also being displayed, the 9368s should be enabled by a 64 instruction.

Fig. 1 also includes the timing relationships for the 64 instruction. In the FETCH cycle the 64 instruction is fetched from memory. In the EXECUTE cycle it will read a number from a location in memory and place that number on the DATA display.

During the EXECUTE cycle the N2 line goes *high*. The address display will show an address location following a 64 instruction if you replace the 7404 inverter in Fig. 3 with a NAND gate, with TPB and N2 as the inputs. The circuit is shown in Fig. 4 and includes a toggle switch to allow normal operation when you wish to watch a program execute slowly.

In the *timing diagram* (Fig. 1), the high-order address byte will be placed on one of the 74100 latches when TPA is *high*. When TPB is *high* and MREAD is *low*, the low-order address byte will be placed on the other 74100, and the contents of that location will be read. When N2 is *high*, both the DATA and ADDRESS displays are enabled.

Using the Operating System

With the toggle switch in the

NORMAL position, load the operating program. Then switch the toggle switch to OPS and depress the RUN switch. The ADDRESS and DATA displays will show:

00 38 ww

giving the first location in the storage area for the operating system and its contents. Enter the high-order byte (e.g., AB) of the starting address. The ADDRESS and DATA displays will show:

00 39 AB

indicating that the high-order byte has been entered in the second storage location. Enter the low-order byte (e.g., 42). The displays will then show:

00 3A 42

If you wish to *examine* an entry, enter EE. The display will then indicate the full address and contents:

AB 42 xx

If you press the INPUT switch again, it will show the next address and contents:

AB 43 yy

so that you can also step through a program beginning at AB 42 and examine the contents at each location.

If you wish to *change* the entry at location AB 42, then depress the RUN switch and enter the previous address, AB 41.

Then enter CE (change entry). The computer will display:

AB 41 zz

Enter the number you wish to place in AB 42 (e.g., F8). The displays will then show the new contents at that address:

AB 42 F8

and you can continue to enter numbers into each location starting from AB 42. This allows you to enter a program anywhere in the memory, as well as correcting an entry.

To run a program starting at location AB 42, enter AB 42 as before and depress the INPUT switch one more time.

Some Further Notes

The 9368s, when connected directly to common cathode 7-segment displays, draw a lot of power. This can be minimized by making all of the connections through 120 Ohm resis-

tors as is done for the data displays on the Elf II. There seems to be no loss in brightness. Of course, all additions to the Elf II—address displays, input/output buffers, decoders, D/A converters, etc.—should be powered by a separate 5 volt supply, since the Elf II supply is capable of handling only the original circuits.

If you wish to keep the *operating system* stored in the memory, a battery backup system for the original 256 location RAM is a good idea. A circuit for doing this has been described by Joseph Weisbecker in *Popular Electronics* (September 1976).

Netronics, the manufacturer of the Elf II, has recently produced a ROM monitor for the Elf II, which contains an operating system. It takes a "software" approach to the address decoding problem and uses the DATA displays to display addresses. It also contains a cassette interface program. However, it presents only the low-order address byte on the displays and gives alternate, rather than simultaneous, readings of addresses and contents.

In addition, there are distinct advantages of having a hard-wired connection to the address lines. The address decoding system described here can give memory address information during slow execution of a program, which the monitor cannot do.

However, since there are advantages to both systems, they may both be added to the basic Elf II. When the operating system described here has been loaded, entry of the address F0 00 will put the computer into the ROM monitor. ■

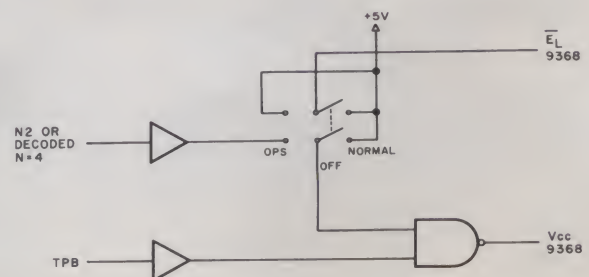
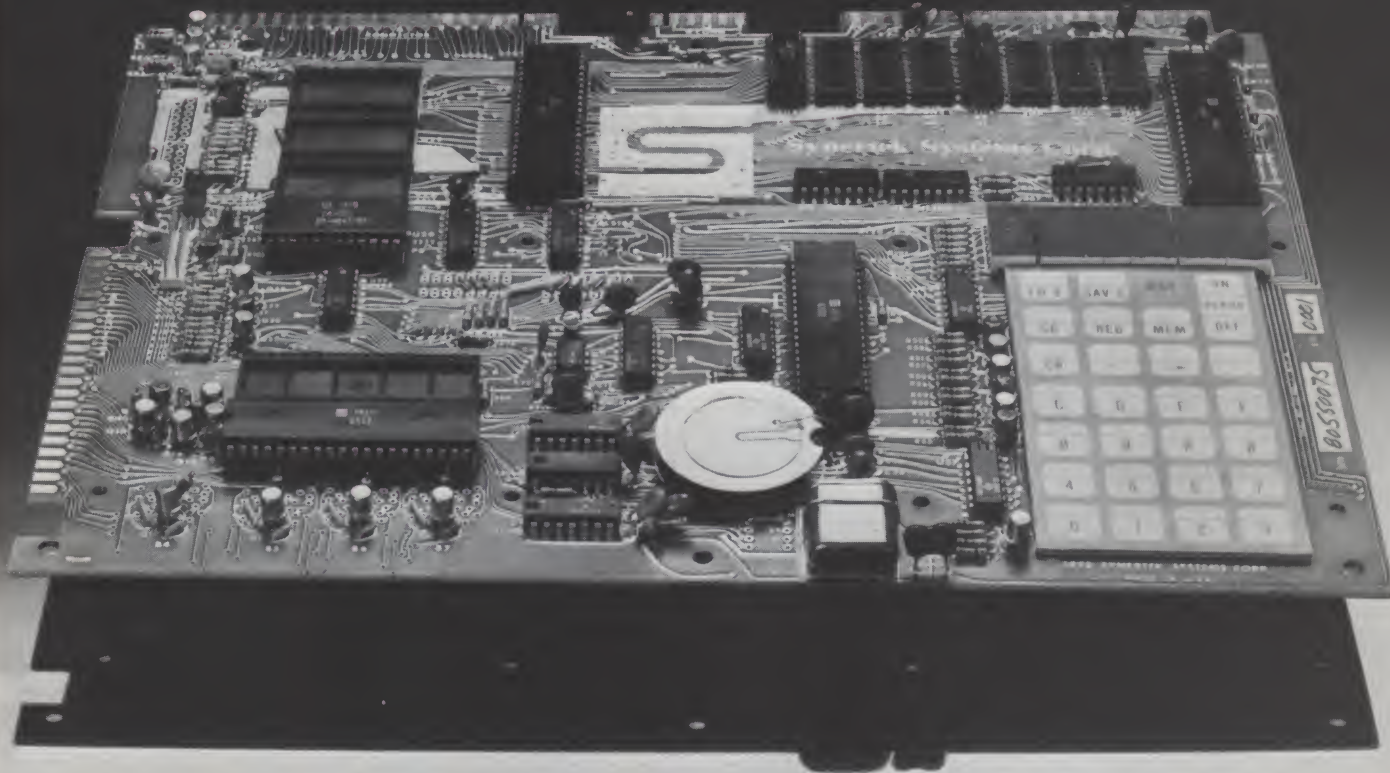


Fig. 4.

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The Care and Feeding of Cassette Tapes

Winding spaghetti requires the right techniques; so does winding, and caring for, tapes.

Investment in a computer system can range from a few hundred dollars to kilobucks. Most owners' systems include some means of storage, the most popular being the cassette. They toss the cassette into their machine, load a program, and that's that. That should be the end of it. But more than once I have seen someone trying to load a program over and over, not realizing that lack of cleanliness, which could have easily been prevented, was the problem. More on this later.

Cassettes were first introduced at the Berlin Radio Show in 1963 by a Netherlands-based firm named Philips (hence, the Philips cassettes of today). The popularity of cassettes grew because of the small size and convenience they offered over a reel-to-reel tape for similar performance. Today, of course, they play a predominant role in the field of audio recording, and cassette-manufacturing companies are continually coming out with new, improved versions of tape. So which cassette do you use for digital storage? How can you choose? What about computer-grade cassettes?

Differences To Consider

As an initial example of the existing confusion, here is a listing of cassette manufacturers at a local electronics store: Maxell, BASF, TDK, Capitol, Scotch, Memorex and Fuji. (There are, of course, other name brands in existence, and

also no-name "cheapo" cassettes.) Each of these brands offers a low-noise type, a high-energy type and a chromium dioxide type. Some companies even offer a fourth type called standard, used for dictation, announcements and voice recording in general.

Then there are different tape-length designations, such as the C-30 (30 minutes playing time, both sides included), C-45, C-46, C-47, C-60, C-90, C-120, and a host of other incremental values as low as C-5 and C-10.

You don't need a computer to figure out that there are 20 to 30 or more choices of cassette storage you can buy. Multiply this by seven choices of length, and you have between 140 and 210 choices!

Before I make any suggestions, here is some information to chew on that will help make your choices easier. First, all cassette tape today is coated with ferric oxide—except for chromium dioxide-type tape—and is an extremely successful recording medium. The size of the individual oxide particles and how they coat the backing of the PVC (polyvinyl chloride—the most widely used backing for recording tape), the magnetic properties and quality control determine the differences between brands of tape.

The quality of remanence, defined as the actual magnetic signal retention as applied to a specific tape cross section, is the same for all brands. In other words, playback interchange-

ability in the industry exists. This guarantees that any program you buy for your cassette recorder will read out as it should. Thus, recording onto a tape and not its subsequent playback accounts for the largest amount of variables.

A comparison of low-noise tape to standard tape reveals a difference of 6 db in signal to noise from 500 Hz up (see Fig. 1). This implies that standard tapes are four times noisier than the low-noise type.

Chromium dioxide tape (CrO_2) causes wear to normal record and playback heads in the recorder. Because of this, CrO_2 tape is rapidly becoming obsolete.

Usually, cassettes with long-running times, such as the C-90 and C-120, have more mechanical handling problems than shorter-length versions.

Frequency response, though important, is common to all manufacturers for frequencies extending far beyond those needed for digital use. Every

manufacturer claims that his tape is flat up to and often well beyond 15 kHz. Cassette interfaces don't yet require this extreme range.

I spoke with Don Tarbell at Tarbell Electronics, maker of the Tarbell cassette interface. Don suggested a necessary frequency range up to 8 kHz. Nevertheless, good frequency response specs will reflect good tape. Tape with flat response to 15 kHz definitely meets our needs and costs no more than a limited-range cassette (usually).

Other minor considerations include how well the tape is packaged in its case, how smoothly it runs from one spindle to the other, how effective friction reducing parts and pressure pads are. All these considerations add up to underlying differences in brands—not to mention prices.

Suggestions

Sooner or later, you will settle on one or two brands of tape

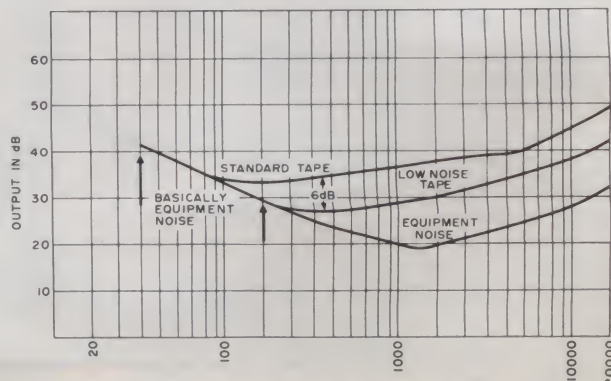
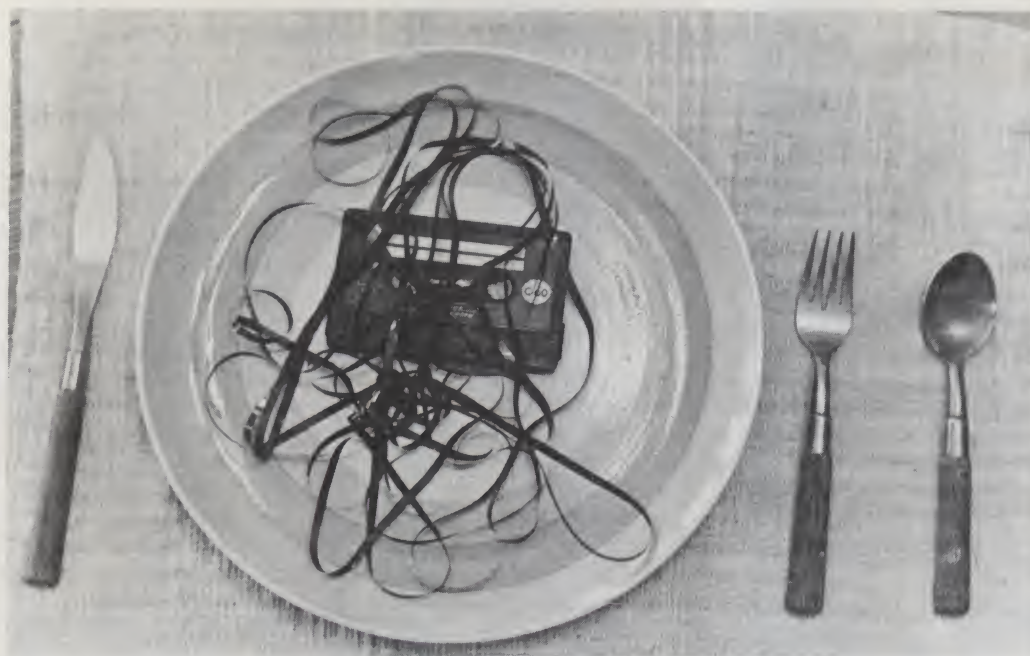


Fig. 1. Noise by $\frac{1}{3}$ octave bands.



that are more preferable than the others for digital storage. My advice follows.

Don't use chromium dioxide tape unless you have a machine with specially hardened heads that can take the punishment. Chromium dioxide tape also requires a different bias setting (bias is an alternating current used in the recording process to eliminate distortion and increase linearity of the tape). This setting can be achieved by flicking a switch on recorders with CrO₂ capabilities.

Even if you own this type of recorder, there are ferric oxide tapes that work as well as CrO₂ tapes; they will work at more common bias settings. The common settings are usually nonadjustable and built into the recorder. Furthermore, you *don't* need the extended fidelity that CrO₂ tapes claim to have. But you do need reliability. Read on.

Substandard cassette tapes are often recognizable as unmarked and suspiciously inexpensive; these tapes should be avoided. They have no low-noise characteristics. Consequently, if you record digital information too softly or your interface is touchy, tape noise may be mistaken for data. Obviously, this is not ideal.

Two other points concerning

bargain-basement types are head-to-tape contact and dropouts. In recording and playback, it is necessary that close contact between the tape head and the tape be constant. Cheap tapes often do not have smooth oxide coatings. Minute variations in the coating surface will create variations in the head-to-tape contact causing dropouts and therefore lost data.

Dropouts have other causes, too. Quality control seems to be poor with cheaper cassettes. The oxide layer is spread unevenly onto the PVC, allowing dense and sparse regions to develop. The sparse regions don't record as well (sometimes not at all), and upon playback data intermittently seems to disappear or drop out. Sometimes the oxide layer will flake off and render a tape useless, after minimal usage. Let me qualify that the aforementioned problems occur occasionally to all brands of cassette tape, but *far less frequently* to brand-name, quality cassettes.

I'd also like to mention computer-grade cassettes before going on. I've never met one I liked. Out of 200 computer-grade cassette tapes I've purchased, I've found extreme dropouts and oxide discrepancies in every single one. Just

because an advertisement claims they're good for your computer doesn't mean they are.

Computer-grade cassettes are usually good cassettes that didn't make the grade during quality control. For reasons beyond me, manufacturers tend to think that if a tape can't meet audio quality specs, it's still good enough for computers and is sold in bulk to unsuspecting distributors for final packaging and sale.

Without trying to incur any manufacturer's wrath, I want to point something out: Although we in the hobby-computer industry don't require cassette tapes with full fidelity beyond the range of hearing, we are *still recording an audio signal*; and by the very nature of audio data, the tolerances must be even more exacting. That is to say—in listening to a musical passage, we can tolerate a 50 ms dropout—even to the point of not knowing it's there because of the compensatory psychoacoustic effect of the brain to fill in what's missing. For an interface, however, 50 ms dropped out of 8K BASIC will prevent it from loading properly, if at all.

I'm sure there are exceptions to this situation of bad tape being passed off for good; and I beg pardon of those companies

sincerely interested in turning out cassette tape and certified data tape in cassette form that will meet quality computer specs at 1 7/8 ips.

This leaves us with low-noise and low-noise/high-energy tapes. There are minor differences between the two, such as the amount of signal you can record. High-energy tapes can handle a higher recording level before tape distortion sets in (about 3.5 db as compared to standard tape). In many cases, the cassette electronics will distort before the tape itself does. Nevertheless, some people record their tapes to saturation. At the saturation point, no increase in record drive will cause the tape to accept any more magnetic information (see Fig. 2).

If you try to increase the record input, you will merely increase distortion of the data you are recording. You can achieve a similar effect without the chance of distortion by merely playing back at a louder volume. If you are one of those who record as hot as they can, consider low-noise/high-energy tape.

Now, it seems, we've narrowed it down a bit. Simply stated, a good low-noise or low-noise/high-energy type cassette should be used—low-noise tape most of the time, or low-noise/high-energy tape if you like to record with your needle in the red. (Don't feel guilty, I'm often slightly in the red, too . . . high-energy tape has saved my neck on several occasions.)

The benefits of either type for fewer dropouts, smoother coating and higher quality control will become evident. As to length—I never recommend any cassette over 60 minutes long, both sides inclusive (C-60). This is because the longer-play cassette uses thinner tape—as thin as .5 mil—and will increase the mechanical problems, tape stretching and uneven winding (which will cause tape deterioration). Furthermore, it is generally harder to splice. If your cassette machine has ever "eaten" your cassette, I'll lay odds it was a C-90 or longer.

Concerning tape problems, I do not want to mention any specific brands. I have heard some bad words said about one of the top name brands; but until I've conducted more tests, I'll keep my mouth shut. After speaking with several other hobby-computer users, I will say we all agreed that Maxell UD and Memorex MRX-2 yielded excellent results. In any case, if you are having a problem with any brand, switch immediately to another brand.

A rule of thumb in the United States is that a more expensive product will yield better results. Competition is hot and heavy and prices are generally close

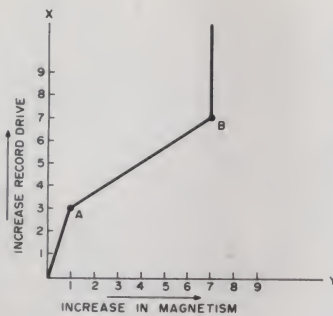


Fig. 2. The saturation point (x and y are arbitrary values, depending on type of tape). Point A represents the beginning of a linear increase of output vs input; point B is the saturation point, where increasing the record input will not increase the imprint on the tape.

for equal quality among brands.

Summary

Almost any cassette recorder can benefit by using good tape. A bad recorder will show marked improvement with good tape. Use bad tape and the world's greatest recorder will not be able to load your program. There is no reason to spend more than \$1000 on your computer system and then go cheap on cassette storage. A few bucks will go a long way in helping you keep your cool. And it might be a long time before you get that dual floppy disk!

Make sure you peruse Part 2.

It deals with how to keep your tapes like new, splicing techniques and some (I think) very interesting, little-known facts. ■

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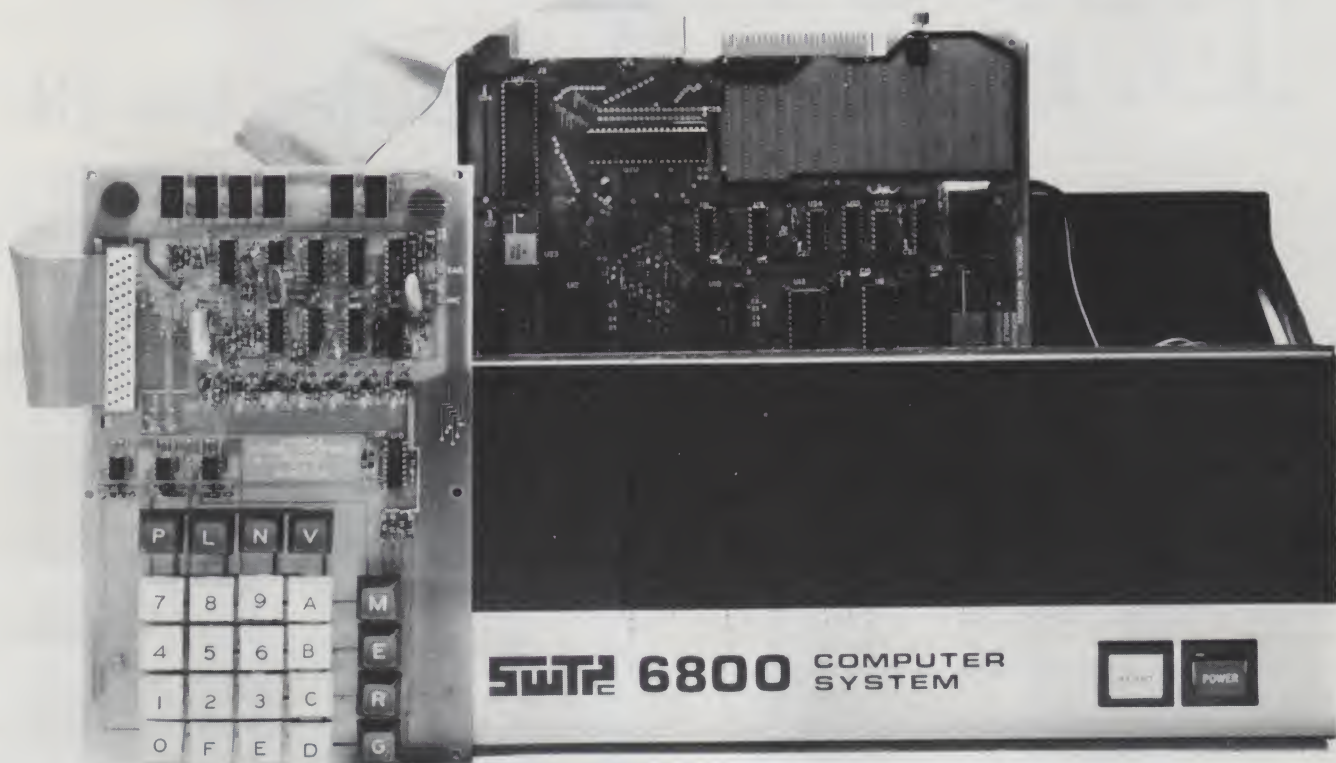
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KILOBAUD KCLASSROOM NO. 15

Computer I/O III

This is the third Classroom session dealing with computer input-output.

Peter A. Stark
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Two months ago we started our discussion of computer input and output (I/O) circuits. To begin with, we looked at the external connections to a computer—serial and parallel ports, serial ASCII character coding, current loop and RS-232C connections and handshaking with a parallel port.

Now it's time to see how the port connects to the microprocessor.

Introduction

Fig. 1 shows in simple form how a device connects to a microprocessor through a port. The port is part of an interface, which connects to the processor's data, address and control buses. Under program control, the processor can output data to output ports, or input data from input ports.

In addition, the port may have handshaking control signals that connect to the I/O device as well and provide Data Ready and Data Accepted sig-

naling between the two. In most cases, these handshaking signals are in addition to the data lines in the port, but sometimes one or two of the data lines may be used for that purpose.

A microcomputer can provide an I/O port in one of three ways.

1. The port may exist right on the processor IC, in the form of several pins that can provide input or output directly under program control.

2. A port may connect to the buses in the same way as memory does, and may be programmed as if it were memory. This is called *memory-mapped I/O*.

3. The port may connect to the buses, but be controlled by one or more special I/O control lines from the processor.

Let's look at each of these in turn.

Direct Microprocessor I/O

The simplest example of I/O directly from the processor IC is on the SC/MP microprocessor manufactured by National Semiconductor.

Fig. 2 shows the I/O portion of this processor, which involves two registers and seven

pins. Internally, the Status register and the Extension register are two eight-bit registers, which can be manipulated by a program or by external events.

The Status register is used to hold information about things that the processor is currently working on. Five of its eight bits connect to external pins, as shown. The two bits connected to pins 17 and 18 (called Sense A and Sense B lines) can be used as inputs; if these pins are grounded, the two corresponding bits in the register become 0, or if they are brought to near +5 volts, the two bits become a 1. A program can then sample these bits at any time.

The rightmost three bits of the register connect to pins 19, 21 and 22 (called Flag 0, 1 and 2) and are used as outputs. When the processor, in response to a program, stores a 0 or 1 into the appropriate stage of the register, the output pin goes, respectively, to ground or +5 volts.

The Sense lines can be used to sense external events, while the Flag outputs can operate outside equipment. For example, the SC/MP Applications Manual shows a simple electronic door lock, where the Sense line monitors a switch used to enter a combination, while the Flag lines control LED indicators and an electric lock mechanism.

Pins 23 (called SOUT or Serial OUT) and 24 (called SIN or Serial IN) are specifically intended for serial I/O, as in driving a teleprinter or CRT terminal. In nor-

mal operation, these pins are isolated from the Extension register, which can be used for purposes other than I/O. But when a special SIO (Serial Input-Output) instruction is performed by the program, the Extension register becomes a shift register and shifts to the right one bit.

At the same time, the bit coming in on the SIN pin shifts into the leftmost bit of the register, while the bit in the rightmost bit of the register goes to a latch flip-flop, whose output goes to the SOUT pin. This flip-flop then holds the bit even if the Extension register is used for something else in the meantime.

You will remember in our discussion of ASCII serial data last month that a shift register usually does the conversion between parallel and serial, and that the least significant (rightmost) digit is sent first. As you can see, all of this is easily done right inside the SC/MP.

The SC/MP is actually a good example of internal processor I/O circuits. It was designed to be inexpensive to use in small systems, and so having some simple I/O functions right in the processor IC is a good idea. Keep in mind, though, that in most cases some sort of external buffering will be needed to isolate and amplify the signals on these I/O pins. For instance, the current loop or RS-232C circuits we discussed last month would be needed between the processor's SIN and SOUT pins and a teleprinter or

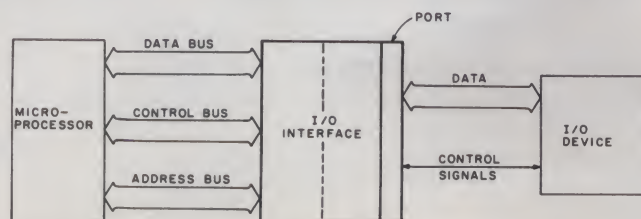


Fig. 1. How an I/O device connects to a microprocessor.

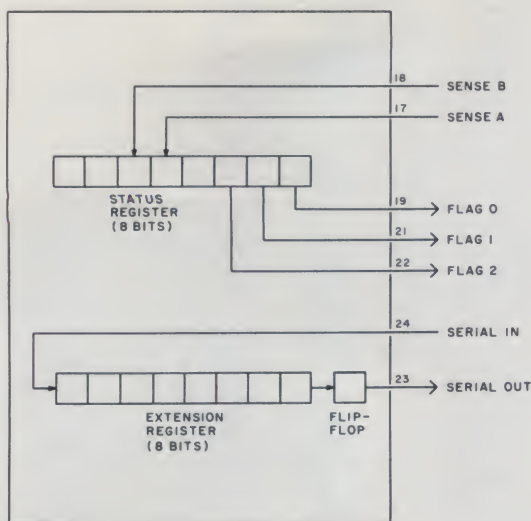


Fig. 2. The SC/MP from National Semiconductor has seven I/O pins.

CRT terminal.

There are other microprocessor ICs that have similar I/O capabilities. Some, such as the Intel 8085, provide only one or two I/O pins and need other circuitry for more complex uses; others may provide a complete eight-bit port or even more.

A good example of a processor with a complete port is the 8048/8748/8035 series from Intel. In fact, these processors have three ports each!

Fig. 3 shows the I/O connections of these processors. The three ports are Port 1, Port 2 and one called the "Bus Port." Ports 1 and 2 can be used either for input or output; they can even be used alternately for one or the other, or split up so that some bits are inputs and others are outputs. The Bus Port, on the other hand, can't be split up in that way. But it, too, is bidirectional.

All this is very nice, but let's consider the bad points of having so much I/O circuitry inside the processor chip.

Let's think about it from the point of view of IC pins. Most microprocessors have 40 pins. This applies to the popular processors such as the 8080, Z-80, 6502 and 6800, and most others as well. A few more limited ones have only 28 pins, and only a very few new ones, such as the TMS9900 or the MC68000, have 64 pins.

When you think about it, the

more pins an IC has, the more complex and expensive it is going to be—both to make and to use. Forty pins is about as much as most manufacturers want to tackle, and the extra 24 pins on the MC68000 or TMS9900 must add to the price.

So, if you are going to be limited for practical reasons to 40 pins or less, then adding seven I/O pins, as done on the SC/MP, or 24 pins, as on the 8048, means something else has to go. In the case of the SC/MP it was four address bus lines. In the 8048 series, the entire data and address buses have been removed.

Keep in mind that the purpose of putting I/O ports or lines directly on the processor IC is to save money by eliminating external I/O circuits. This is especially important in simple, but high-volume, applications such as microprocessor-controlled appliances or instruments. In these cases speed may not be important, and the amount of memory may be small. Hence it may be possible to share the same lines for more than one type of signal or even eliminate address lines in the address bus altogether.

As an example, let's look at the SC/MP, whose address bus consists of only 12 lines. It uses a full 16 bits for addresses, but the other four are placed onto the data bus at a time when it is not being used for anything

else (this is called multiplexing).

In simple applications, where a small amount of memory is required, the 12-bit bus can specify up to 4096 memory addresses, which should suffice for most high-volume uses. Only if more memory is required do we need to latch the other four bits into a separate set of flip-flops. So for most cases, the extra four bits are not needed. Moreover, the SC/MP is slow enough that enough time exists to squeeze the extra address bits onto the data bus.

The 8048 is another example. This is a processor that has 1024 locations of mask programmed ROM and 64 locations of RAM right on the same chip. (The 8748 is similar but has EPROM rather than ROM memory).

For many applications, the 8048 or 8748 may have enough of its own memory that no other external memory is needed. In that case no data or address buses are needed either, and the extra pins might as well be used for I/O. This makes these ICs practical for simple, inexpensive controllers in high-volume products where the 8748 would be used during initial product design and the much cheaper 8048 for the final mass production run.

Now we come to the reason why the third port is called a Bus Port: normally it is an I/O port, but in cases where more memory is needed than is available on the chip itself, it becomes an address and data bus. But since it has only eight bits, four more address bits (for a total of 12) are multiplexed

onto Port 2 and . . . you get the idea—using a chip such as this one for large computer systems is not a good choice.

Memory-Mapped I/O

The second method of connecting a port to a processor is to make it look like memory. Memory-mapped I/O interfaces can be used on any processor, including those that have special I/O circuits and instructions. But for some, such as Motorola's 6800 or MOS Technology's 6502, it is the only way since they have no circuits or instructions specially intended for I/O operations.

Fig. 4 shows a simple memory-mapped output port. At the bottom, we have an address decoder just like that used in memory decoding, except that it may have to decode all, or almost all, of the address bits. (You may want to review Kilo-baud Classroom Nos. 10 and 11, which discussed decoding the address bus.) When a par-

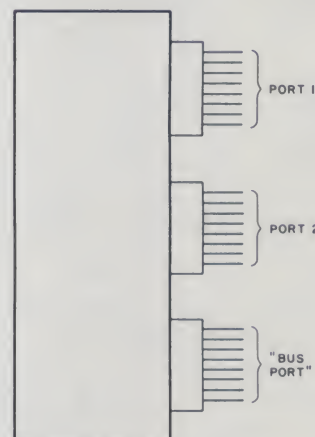


Fig. 3. The Intel 8048, 8748 and 8035 have three eight-bit ports.

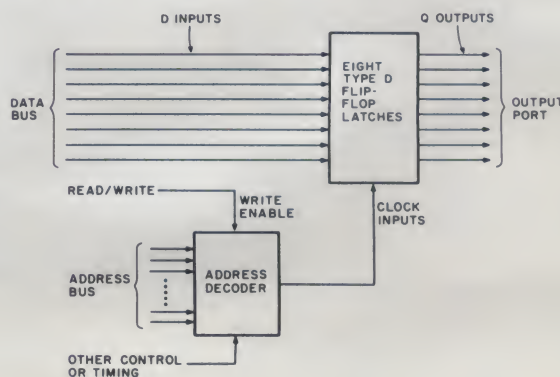


Fig. 4. A simple memory-mapped output port.

ticular address or group of addresses is called for, this decoder provides a short output pulse that goes up to eight type D flip-flop latches.

These latches have their D (Data) inputs connected to the data bus (probably through buffers of some kind) and constantly monitor the goings-on on the bus. But they only latch information when a clock pulse arrives from the decoder. When that happens, they grab whatever data is on the data bus and provide an output to the port, which is then held there until the next time that address is selected.

From the central processor's point of view, memory-mapped I/O is simple. No additional circuitry is needed inside the processor chip, since the output port looks just like, and is programmed just like, a memory location. Whenever the processor wants to output binary data to the port, it follows the same procedure as if it were writing it into some memory location. Only the external circuitry knows that the location ad-

dressed is an output register, rather than an actual location in memory. For this reason, any processor capable of operating with external memory can use memory-mapped I/O.

A memory-mapped input port is very similar, but as Fig. 5 shows, the flip-flop latches are replaced by a set of Tri-state buffers (and the address decoder must be wired so that it responds only on a read). Data from the input port is gated into the data bus only when the computer does a read from the "memory address" the decoder is wired to accept.

But, of course, there is a slight problem. If a processor has a 16-bit address, it has room for 65,536 memory addresses. If some of these are used up for I/O, then the actual memory must be smaller.

Although this seems like a small price to pay, in some popular computers it has proven to be a problem. Take, for instance, the Southwest Technical Products M6800 computer. In this system, provision is made for eight I/O ports, and

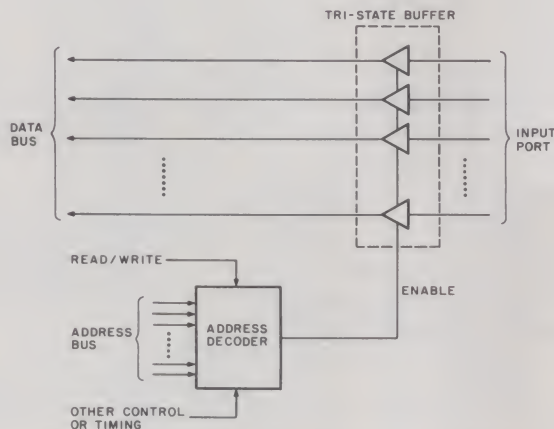


Fig. 5. A simple memory-mapped input port.

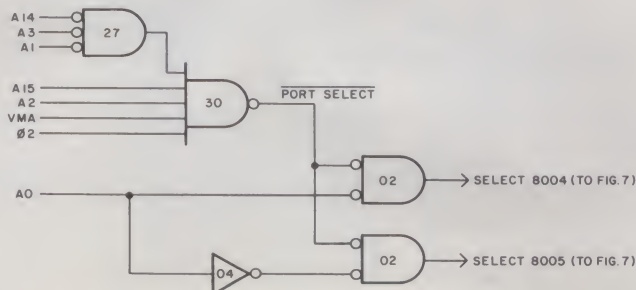


Fig. 6. Partial address decoder for addresses 8004 and 8005.

10xx xxxx xxxx 0100 for address 8004
and 10xx xxxx xxxx 0101 for address 8005,
where x stands for don't-care, undecoded bits.

Example 1.

each is assigned four addresses (we'll see why in a moment). Thus 32 addresses are used up for I/O, making it seem as though the rest—65,504—are left over for memory.

In reality, there are several reasons why the memory must be much smaller. First of all, the decoding for I/O ports follows the same rules as decoding for memory. For instance, if incomplete address decoding is used, addresses are wasted. But address decoding for I/O is more expensive than for memory. This is because the decoder for a memory block, even with full decoding, may only have to accept three or four address input bits. If 8K memory blocks are used in a 64K computer, only eight blocks are possible, and only three bits are needed to select one block.

On the other hand, if an output port has a single address, all 16 bits have to be decoded to separate that address from all others. Decoding a 16-bit address, and doing it fast and inexpensively, is not easy, and the temptation is not to do it.

As an example, the SWTP computer takes a shortcut and only decodes ten bits. For instance, the serial I/O port has a hexadecimal address of 8004, but the actual binary address of that port need only be

1000 xxxx xx00 0100

where each x stands for a "don't care" bit that is not decoded.

If all of the xs are 0, then the hexadecimal address is 8004. But if they are all 1, then the address becomes 8FC4, and many other addresses are possible if the xs take on various combinations of 0 and 1.

So the 32 addresses have grown to take up almost 4K of memory—from about hexadecimal 8000 to 8FFF, limiting the

maximum to 60K (and actually less, but for other reasons).

There is a second reason why complete address decoding for I/O is inconvenient. Suppose you do it... then what? Memory blocks come in multiples of a K (1024) locations. How do you chop 32 locations out of a 4K or 8K memory board? What you wind up doing is paying for the full memory, but then having to install additional circuitry to prevent part of it from working. This complicates memory board design and is seldom done. So only partially decoding an I/O address certainly makes the job easier, even if it does reduce the maximum memory size.

A third problem associated with memory-mapped I/O is the choice of addresses. In the SWTP system I/O is located starting at address 8000, which is right in the middle of the possible 64K addresses (this dates back to a Motorola decision and was not SWTP's idea). Hence the computer can only get 32K memory locations in one continuous chunk; although it is possible to have as much as 52K of RAM and ROM, the rest must be located in a different part of memory and so cannot be used together with the lower 32K.

In my system I have 40K—32K in lower memory and another 8K in upper memory. I solve the problem by putting most programs in the separate 8K memory and using the entire 32K memory only for data, but that is not always a satisfactory solution. Ideally, the "locations" for I/O should be placed either at very low or very high addresses, so that as much real memory as possible can be put in.

Experiment #65 Parallel Port with Handshaking

Problem: To really be useful, a parallel port needs not just

STEP 1: INPUT FROM ADDRESS 8005
 STEP 2: IF NOT READY, RETURN TO STEP 1
 STEP 3: INPUT DATA FROM ADDRESS 8004
 STEP 4: WRITE TO ADDRESS 8005
 STEP 5: CONTINUE

Example 2.

the eight data lines, but also some handshaking (which we described last month). How is this done with a memory-mapped I/O port?

Solution: The answer is actually fairly simple—you set up three ports: the eight-bit data port and a pair of one-bit ports just for the handshaking. If you do it right, you can share some of the circuitry between the three ports, so that the complete circuit is not much more complicated than just the data port itself.

Theory: The circuitry can be divided into two parts—the address decoding and the actual port circuitry.

Let's design an actual circuit that might be used with a Motorola 6800 processor to input parallel data from the paper-tape reader we described last month. (You may find it useful to dig out last month's Kilobaud Classroom and look at Fig. 4 to refresh your memory on the handshaking system we used with the tape reader.) Let us assume that partial address decoding is good enough for us and that we want this port to be at memory location 8004. Since we need more than just the eight-bit data port, we also have to assign addresses for the two handshaking ports. Since handshaking requires both input and output, we can take a shortcut and use the same address—and decoder—for both. We will select address 8005 for the handshaking circuitry.

Fig. 6 shows a simple decoder that would decode just six bits of the address as shown in Example 1.

Since these two addresses differ only in A0, the last bit, we use common circuitry for the other five bits. We take the three bits that should always be 0 (A14, A3 and A1) and feed

them into a 7427 NOR gate at the top, whose output will be high when all three bits are 0. (The AND symbol with circles on the inputs means that all inputs must be low for the output to be high; see "Is It High or Low," p. 56, in the May 1977 issue of *Kilobaud*, the same issue that carried Kilobaud Classroom No. 1, for a more detailed explanation if you're rusty on this.)

This high level is then combined with the two bits that should be a 1 (A15 and A2), as well as with two 6800 control signals called VMA (Valid Memory Address) and $\Phi 2$ (Phase 2), which go positive during the time when a valid memory or I/O operation is supposed to occur. (We will take a more thorough look at control signals such as VMA and $\Phi 2$ next time.)

As a result, whenever either address 8004 or 8005 is selected by the processor, the output of the 7430 gate goes low since all its inputs are high. This signal can be called PORT SELECT, since it goes on whenever either of the two addresses associated with this port is called for.

The PORT SELECT is then gated with A0 as well as with an inverted A0 in two 7402 NOR gates, whose outputs show which of the two addresses were called for by a short positive pulse output. On address 8004, the top 7402 gets two low signals, and so its output goes high; on address 8005, the bottom 7402 gets two lows, and so it provides a high output. Keep in mind that this circuit provides only partial address decoding, so there will be many possible addresses besides 8004 and 8005 that will also provide output pulses from these two gates.

Fig. 7 shows the rest of the input port. There is an addi-

tional signal used here, the R/W or Read/Not Write signal from the microprocessor, which is high or positive whenever the processor is inputting from memory or I/O, and low when it is outputting. When the processor tries to input from the port, it executes an instruction that says, "read from location 8004."

At this point, the R/W signal goes positive just as the Select 8004 signal goes positive, with the result that gate 1 provides a low output pulse to the eight 8097 Tri-state Input buffers. This lets the data from the paper-tape reader get to the data bus, so that the microprocessor receives the data.

The rest of Fig. 7 is the handshaking circuitry. Whenever the tape reader has a character, it makes the DATA READY line high. If the microprocessor does an input from address 8005, that signal will go through the lower 8097 buffer to one of the data bus lines. This one-bit input port allows the microprocessor to test the DATA READY line.

On the other hand, if the processor does a write to address 8005, both inputs to gate 3 will go high, and the gate outputs a short negative-going pulse on the DATA ACCEPTED line. You may remember from last month's Fig. 4 that this was

needed in the tape-reader interface to reset the DATA READY flip-flop.

We haven't talked much about programming yet, but it might be a good idea to mention quickly how the program would work for this interface. Suppose that the computer is supposed to test for input data, input it if present or wait for it if not. The program—ignoring the question of the language it is written in—might look like the short program in Example 2.

In step 1 we do a read from location 8005, which sends the DATA READY bit to the data bus. In Step 2, the microprocessor looks at it to see whether it is a 0 or a 1. If it is 0, indicating that the data is not there, it returns back to step 1 and repeats. If the data is already there when the computer gets to this part of the program, then it goes right on to step 3; otherwise, it will wait here as long as needed until the data arrives. This part of the program is often called a *wait loop*.

When the DATA READY bit finally arrives from the tape reader, the processor inputs the data from location 8004 in step 3 and follows that up with a write to location 8005. Notice that it doesn't particularly matter what it sends to 8005; the port circuits don't really look at the data bus anyway. Just

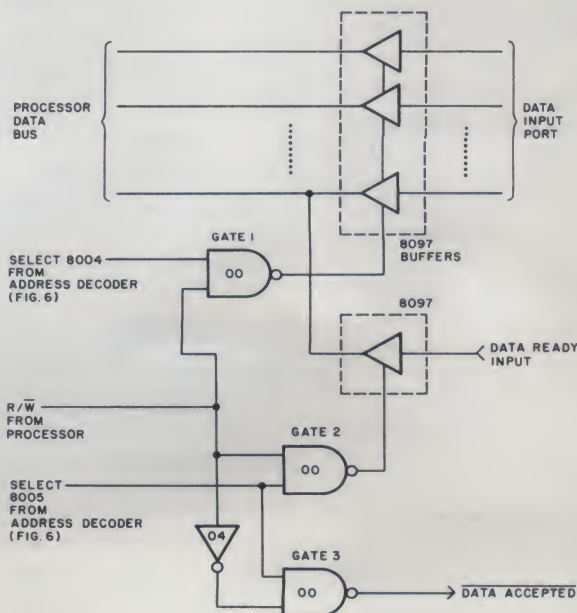


Fig. 7. Data and handshaking circuits.

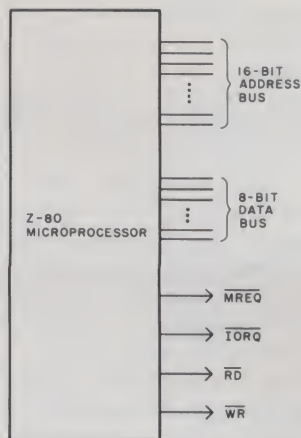


Fig. 8. I/O and memory control lines of the Z-80.

doing a write to location 8005 is enough, because this sends out the $\overline{\text{DATA ACCEPTED}}$ signal to the tape reader, which resets the READY flip-flop in the reader and removes the DATA READY signal.

If you look at last month's tape-reader circuit, you will remember that the READY flip-flop stays set until the $\overline{\text{DATA ACCEPTED}}$ signal is received. This means that if the computer isn't quite ready for data from the tape reader, the DATA READY signal will stay there for some time. Of course, if the tape is moving through the reader so fast that the character is long gone by the time the computer does the input, then there will be an error. But if the computer is reasonably fast, it should have plenty of time to get the character before the next one comes.

There are several variations on this circuit that we could try. For instance, we could remove gate 3 completely and use the output of gate 1 as the $\overline{\text{DATA ACCEPTED}}$ signal. In this way, the port would send out a $\overline{\text{DATA ACCEPTED}}$ automatically as soon as the processor read the input data. This is done fairly often, but I wanted you to see the full circuit because it points out one idea: It is possible to use one address for two ports. In this case, address 8005 could be used for both an input port and an output port, because the $\overline{\text{R/W}}$ line determines which one gets addressed.

This particular interface requires only two addresses, one

for the data and one for handshaking; but sometimes more addresses are needed for a port. This explains why the SWTP computer sets aside four addresses for every port. It is something that is done fairly often.

Procedure: I'm not sure how practical it is for you to actually do this experiment, but if you have the time—and patience—go ahead.

Wire up the circuit in Figs. 6 and 7 and test it by connecting LEDs to the data bus lines and to the $\overline{\text{DATA ACCEPTED}}$ line. Use wire jumpers to provide the needed input signals. You have most of the parts except for the 7427 three-input NOR gate and the 7430 eight-input NAND gate, but you can use two-input gates by simply eliminating some of the input connections.

By the way, if you do have a 7427 triple three-input NOR, keep in mind that by connecting two of the inputs together you make it into a two-input NOR; thus all three NOR gates in Fig. 6 can be made out of one IC. By connecting the two inputs of a 7400 NAND together it becomes an inverter, so the same 7400 IC used in Fig. 7 for gates can also provide the inverter in Fig. 6. If you then eliminate gate 3 in Fig. 7, you can build the complete port from five ICs (counting two 8097 buffers).

Later we will see some specialized ICs that provide all of the circuitry in one chip, but for now we have to move on.

Processors with I/O Instructions

As opposed to the processors that require memory-mapped I/O, there are quite a few that have special instructions and circuitry to do I/O separate from memory operations. The two most popular are the 8080 and the Zilog Z-80.

The Z-80 illustrates the idea best. As you can see in Fig. 8, there are four control lines involved. For all memory operations, the $\overline{\text{MREQ}}$ or Memory REQuest line goes from its normally high voltage level to a low; the bar over the name means, as usual, that this sig-

nal is active low, that is, it goes low when active.

For all I/O operations, on the other hand, the $\overline{\text{IORQ}}$ or I/O REQuest line gets a low pulse. In addition, the $\overline{\text{RD}}$ and $\overline{\text{WR}}$ lines indicate whether this is a read from memory or from an input device or a write to memory or to an output device. They, too, go low when active.

In order to do an input or output operation, the program has to include a special I/O instruction. The Z-80 has several such instructions, but the two simplest and most concise are the IN and OUT commands.

The IN instruction works like this. Part of the IN instruction is a number from 0 to 255 that specifies one of 256 ports. When the computer executes the IN, it sends the eight-bit port number out on the eight least significant address lines, A7 through A0, and holds it there. A fraction of a microsecond later, it puts a pulse on the $\overline{\text{IORQ}}$ and $\overline{\text{RD}}$ lines. The input port must have a decoder that is enabled by the $\overline{\text{IORQ}}$ so that it decodes the address and puts the input data onto the data bus before the $\overline{\text{RD}}$ pulse disappears. At the end of this $\overline{\text{RD}}$ pulse, the processor will accept the input data from the port.

The OUT instruction is similar: When it is done, the processor outputs the port number on A7 through A0 and again turns on the $\overline{\text{IORQ}}$ line. A moment later it outputs data on the data bus and sends out a $\overline{\text{WR}}$ pulse. The output port circuits have to

decode the port address and grab the data off the data bus at the tail end of the $\overline{\text{WR}}$ pulse.

As you can see, the address bus is used during these operations to provide an I/O port address. We can think of this as a device code, which specifies what device is being addressed. The data bus, on the other hand, is used in exactly the same way as during memory reads or writes—it carries eight-bit data.

Use of separate I/O instructions like this has two main advantages—first of all, it separates I/O addresses from memory addresses, so that the maximum 64K of memory can be connected without interference from I/O. This certainly makes a difference in larger systems, although it may not mean much in a small computer that may only have a few K of memory in the first place.

But a second advantage is that since the I/O address only has eight bits, I/O address decoding is much easier to do than if the full 16-bit memory addresses had to be decoded. In fact, if the system only had a few I/O ports, it might be possible to just decode one or two address bits. No decoding would have to be done at all if there were only one input port and one output port, since then we wouldn't care what the I/O device code was. (Remember, an input port can share an address with an output port.)

The popular 8080 processor follows the same basic idea as the Z-80 but is not nearly as di-

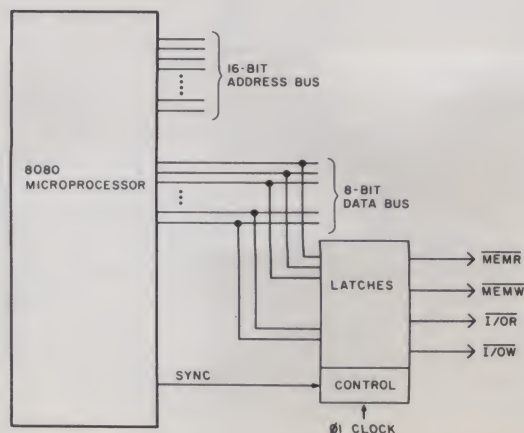


Fig. 9. I/O and memory control lines in 8080 systems.

rect. Because the pin connections for the 8080 are different from those of the Z-80, there are no $\overline{MREQ}$, $\overline{IORQ}$ or $\overline{RD}$ signals coming out of the 8080. Instead, this information is multiplexed onto the data bus between other operations. Hence it must be latched off the bus and decoded by external circuits.

Fig. 9 shows the basic circuit. As with the Z-80, there is a 16-bit address bus and an eight-bit data bus. In addition to its other connections, the data bus also goes to a group of latches, which are controlled by a SYNC signal from the processor, along with a clock pulse called $\Phi 1$ or phase 1. (More on clock phases some other time.)

The combination of SYNC and $\Phi 1$ triggers the latches at the precise instant to catch the control signals from the data bus. The four outputs from this external circuit are $\overline{MEMR}$ (MEMory Read), $\overline{MEMW}$ (MEMory Write), $\overline{IOR}$ (I/O Read) and $\overline{IOW}$ (I/O Write).

The 8080 has the same IN and OUT instructions as the Z-80 has, and their operations are fairly similar. In each case, when the instruction is done, the processor outputs the port address on the least significant eight bits of the address bus and then puts a pulse on either the $\overline{IOR}$ or $\overline{IOW}$ line. Port address decoding circuits must then decode the address and either send data to the data bus or accept data from it.

Now, let me ask you a question: What kind of circuitry would you need for a port complete with handshaking? Stop right here and think about it for a minute.

If you are reading this paragraph, you probably didn't think about it long enough, so wait a little more. No cheating.

OK, let's go on. If you came to the conclusion that there is little difference in the port circuits between the Z-80 or 8080-type I/O approach and the memory-mapped I/O, you are exactly right. The only important difference is that with memory-mapped I/O we must decode either all or at least a good part

of a 16-bit address, while with a separate I/O structure we need decode only a few.

Oh sure, there are some other apparent differences. For instance, the 6800 uses a separate $R/\overline{W}$ line and some timing lines, (VMA and $\Phi 2$), while the 8080 has separate $\overline{IOR}$ and $\overline{IOW}$ lines, but this really is dependent on the design philosophies of their manufacturers and has nothing to do with the I/O structure.

With some minor changes, the input port of Figs. 6 and 7 could be used with the 8080 or the Z-80, or a dozen other processors as well. Why don't you sit down and see if you can redraw Figs. 6 and 7 so they apply to the 8080 or Z-80?

Experiment #66

Interfacing an ASCII Keyboard

Problem: After the last experiment, do you really expect us to interface an entire keyboard? That looks like a pretty messy job. Didn't you drag us through enough in Experiment #65?

Solution: You are right, interfacing an entire keyboard can become quite tedious—especially if you don't have one. Let's look at one approach to the problem, and I'll leave it to you just how much you really want to try breadboarding on your console.

Theory: We talked about keyboards several months ago. At the time, I mentioned that there were two approaches you could take: (1) design an intelligent keyboard that did its own conversion to ASCII, checked for multiple keys being pressed, provided its own timing to eliminate false signals due to switch bounce or dirt and so on or (2) use a dumb keyboard approach in which there is the bare minimum of circuitry, and the processor has to do all the work by means of a program. Let's work on a keyboard design for an 8080 processor using the bare minimum of circuitry.

Fig. 10 shows about the least we can get away with. This design is very similar to what Radio Shack uses in their TRS-80, except that they use memory-mapped I/O with a

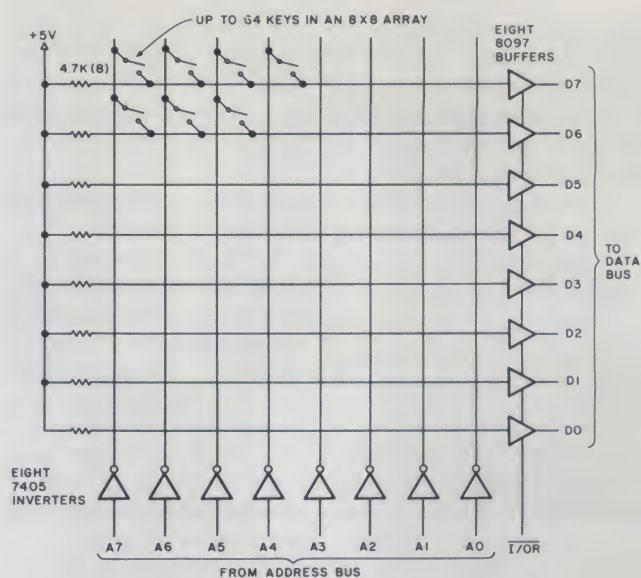


Fig. 10. Connecting a simple keyboard to an 8080.

Z-80.

Notice that here we have an 8 x 8 matrix of wires, much like that of an 8 x 8 ROM, except that keyswitches are used instead of memory cells at the intersections. (Only a few keyswitches are shown in Fig. 10, but there is room for up to 64.) At the bottom, we have the least significant eight bits of the address bus driving the vertical wires through 7405 inverters. (The 7405 is a "Hex Inverter with Open Collector Outputs.") It is similar to the standard 7404 hex inverter, except that the part of the output circuit that makes the output go positive is missing. In this way the 7405 can pull an output lead to ground but cannot make it positive. An external resistor, called a pull-up resistor, is needed to do that. The 4.7k resistors are the pull-ups. In your experiment you can use 7404 inverters, or even 7400 gates with their inputs tied together.)

The horizontal matrix wires, which are the outputs, go through 8097 or 74367 Tri-state buffers to the data bus. These buffers are only enabled when the $\overline{IOR}$ signal goes low as the result of the processor performing an IN instruction.

Now notice those eight pull-up resistors. Normally, the horizontal matrix output wires are held positive by those resistors, so that whenever the processor does an IN instruction it will get

a 11111111 from the data bus as input.

But suppose that it does an input with a port address of hexadecimal FF, or binary 11111111. Now each of the 7405 inverters inverts the 1 input from the address bus into a 0, so that all eight vertical wires in the matrix are now grounded. If none of the keyswitches is closed, this has no effect on the output, and the processor still gets all ones.

However, if any of the keys on the keyboard is pressed, then one of the vertical input wires will be connected through a keyswitch to one of the horizontal output wires, and so one of the output bits will change to a 0. Thus, if the 8080 gets anything other than 11111111 as input, it knows that there is a key pressed somewhere on the keyboard. For instance, suppose that bit D4 is a 0; then the processor immediately knows that one of the eight keys connected to D4 has been closed.

The program should be written so that every now and then the 8080 does an IN instruction from port FF (or 11111111 in binary). If the number input from the keyboard is also FF or 11111111, then no key is being depressed. Thus we have here a quick way of checking the keyboard for activity under program control.

Once the 8080 discovers that

something is being entered from the keyboard, the next step is to find out exactly which key it is. This is done by scanning the input lines one at a time, by sending out the following addresses, one after another:

```
10000000
01000000
00100000
00010000
00001000
00000100
00000010
00000001
```

Notice how each address has a 1 in a particular position, and 0 elsewhere. Each of these addresses puts a ground level on one of the eight vertical input wires in the keyboard matrix. When that ground gets to the line that connects to the depressed key, the data bus will suddenly get a 0 on one of its lines. By examining which address line has a 1 and which data line has a 0, the 8080 processor can determine exactly which key is pressed. If more than one key is pressed, the processor can determine that, too.

Note that this only tells the processor which key has been pressed; if there is dirt on the contact then it might provide a key-pressed signal several times. It is up to the processor and its program to ignore short noise bursts such as might be created by switch bounce or dirt and to convert the key



Fig. 11. Converting Z-80 I/O signals to 8080-type I/O.

closure to the appropriate ASCII code, if needed.

By the way, the reason for using 7405 inverters instead of 7404 is simple. If two keys in the same horizontal column are pressed at the same time—a fairly common occurrence, especially with a fast typist—the outputs of two inverters are shorted together. With 7404 inverters, it might be possible for one to be trying to provide a 1 output as another is trying to provide a 0, with the result that they short each other out. Since a 7405 can only provide a 0 or an open—never a 1—two 7405 inverters can have their outputs connected together without that problem.

Although the Z-80 does not have an $\overline{I/O R}$ output, it could be used in this circuit as well. Fig. 11 shows how the $\overline{I/O R}$ and $\overline{RD}$ signals could be combined in a gate to provide an $\overline{I/O R}$. The gate, by the way, is a standard OR gate such as a 7432.

The strange AND symbol with circles on the inputs and outputs is used to signify that if the top input is 0 (low) and the bottom input is 0 (low), then the output is 0 (low). This sounds like an AND that is operating with 0 inputs and output; in

fact, it is really just an OR, which provides a 0 output only if both inputs are 0. The strange symbol is used to tell an engineer that the function of the gate is to do an AND operation, not an OR.

Procedure: Since you have some inverters and 8097 buffers, you can wire up the circuit of Fig. 10. By simulating the address bus inputs as well as the keyswitches with jumpers, you can try it out as well.

A little more Theory: There is one problem with this circuit—it will go into operation whenever any IN instruction is performed. In other words, there cannot be any other input device used on the same system!

There are several ways to get around the problem. One, of course, is to connect all other input ports with memory-mapped logic, which avoids the problem altogether.

Another is to use address decoders on other input devices and connect their outputs so that whenever any other input device is selected, the keyboard is locked out.

Radio Shack's solution in the TRS-80 is to make the keyboard memory-mapped; instead of using $\overline{I/O R}$ for turning on the output buffers, the TRS-80 uses the output of an address decoder.

Another possible solution is to reduce the total number of

keys from 64 (8×8 matrix) to 56 (7×8 matrix). This is reasonable, since most keyboards only need 53 to 56 keys anyway. By doing this, we can eliminate one of the vertical wires and free up an address bit. This address bit can then be ANDed with $\overline{I/O R}$, so that the output buffers are only turned on when that address bit is a 1 (or 0, depending on how it is wired). Whenever that bit is off, then the keyboard circuit is disabled, and up to 32 other input devices can be connected.

On a Z-80 there is still another way. During an IN and OUT instruction, when the least significant eight bits of the address bus carry the port address, the Z-80 outputs the contents of one of its internal registers on the other eight address bus bits. These are normally not used, but they could be decoded to enable the keyboard only under certain conditions.

Conclusion

We'll quit at this point but leave you with something to think about until next month—how would you connect, say, a seven-segment LED display to the processor? The solution next time.

Next time we will discuss special-purpose ICs that are designed to simplify input/output interfacing to a port; we'll also describe the function of interrupts. See you then! ■

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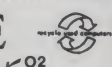
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Raster Scan Graphics for the 6800 (Part 2: The Software)

Last month we presented David Koh's incredible graphics mod for the TVT-II. Here's the software to make it go... along with some amazing photos showing what it can do.

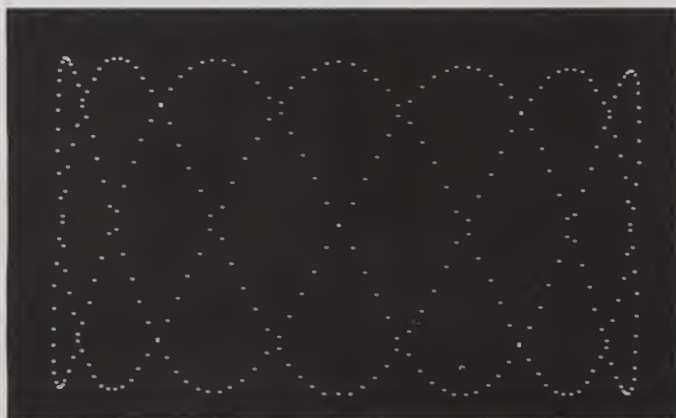
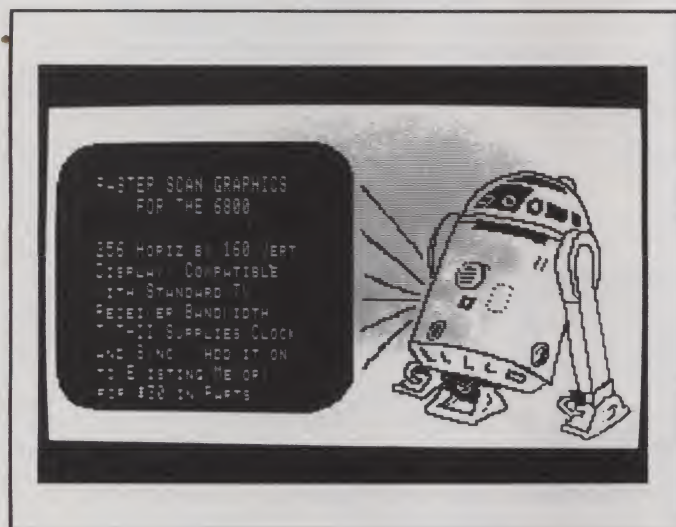


Photo 1. Digitally synthesized Lissajous figure. This is a static display produced by a simple BASIC program. This figure is a plot of horizontal and vertical sinusoidal input waveforms which are harmonically related in the ratio of 2 to 7.

Now comes the fun part—drawing pictures!

The graphics RAM is addressed and handled exactly like ordinary read/write memory. You can store and read data there and even store and execute programs. The only difference is that the contents of this memory are constantly displayed on the CRT as a bit pattern. This process is completely transparent to the MPU.

Every bit in this memory space of 6000 to 73FF has a unique location on the screen, which appears white if it is set to a logic 1, and black if it is cleared. See Fig. 1 for specifics on how this bit-mapping is done.

It would be nice to set or clear each bit without affecting

any other bit; it would be nicer still to label each bit according to its horizontal and vertical location on the screen, rather than as the "5th bit in location 6AB3." The brute-force method of doing this is to sit down with pencil and graph paper and draw the desired picture by filling in squares. Next, block off each row into 8-bit groups, convert the binary representation to hex and load it into RAM via keyboard. This would not be much fun. It is far better to let a few software routines do this drudgery for you.

PLOT1 (Program A) is an assembly-language subroutine that will draw or erase a single dot each time it is called. The location of the dot is specified by its horizontal and vertical

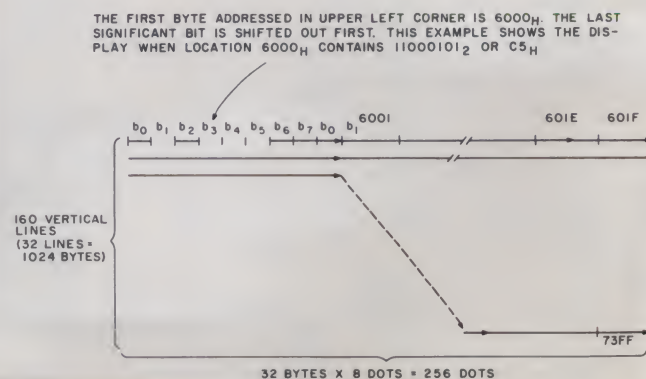


Fig. 1. Bit-mapping scheme.

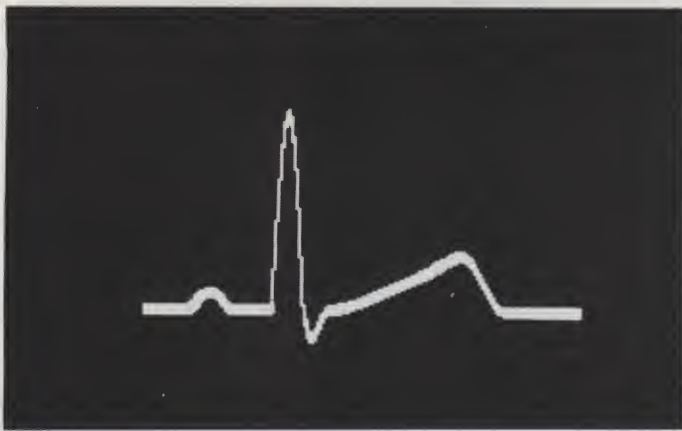


Photo 2. A simulated electrocardiogram. This ECG complex was produced by a BASIC program and slightly enhanced by manual use of an X-Y digitizer.

coordinates in hex referenced from the upper left corner of the screen. These two single-byte hex values must be stored in 00F0 and 00F1, respectively, before calling PLOT1. In addition, the value of location 00F2 (FLAG) determines whether the dot is erased or drawn. A zero stored here causes the dot to be erased; any nonzero value will draw a dot. FLAG is not altered and need not be re-defined every time.

The starting address of the graphics memory is specified at locations 0105 and 0108. These should be changed if you configure your board to start elsewhere. Note that these values are the address before four left-shift operations. Location 012F is modified by the instruction at 012B in GETMSK, a subroutine that looks up a mask from a table. This approach may not be aesthetically pleasing, but it executes

Program A. PLOT1

```

00001      NAM      PLOT1
00002      *****
00003      *
00004      * PLOT1-A BASIC PLOTTING
00005      * SUBROUTINE FOR RASTER SCAN
00006      * GRAPHICS. PARAMETERS ARE
00007      * PASSED THROUGH HORIZ, VERT,
00008      * AND FLAG. (0,0) IS THE
00009      * UPPER LEFT CORNER. IF FLAG
00010      * IS ZERO THEN A DOT WILL BE
00011      * ERASED. IF FLAG IS SET THEN
00012      * A DOT WILL BE DRAWN.
00013      *
00014      * DAVID KOH
00015      *
00016      *****
00017      OPT      0,S
00018      ORG      $F0
00019      00F0 0001 HORIZ RMB 1
00020      00F1 0001 VERT RMB 1
00021      00F2 FF FLAG FCB $FF
00022      00F3 0001 MASK RMB 1
00023      00F4 0002 TEMPAD RMB 2
00024      00F6 0002 TINDEX RMB 2
00025      00F8 ORG $F8
00026      00F8 01 TABLE FCB 1,2,4,8,16,32,64,128
00027      0100 ORG $100
00028      0100 0100 PLOT EQU *
00029      0100 36 PSH A SAVE A,B,AND INDEX REG.
00030      0101 37 PSH B
00031      0102 DF F6 STX TINDEX
00032      0104 86 06 LDA A #6 SETS BEGIN ADDRESS OF SCREEN
00033      0106 97 F4 STA A TEMPAD
00034      0108 86 00 LDA A #000 SETS VERTICAL START OF WINDOW
00035      * BOTH GET SHIFTED 4 TIMES TO LEFT
00036      010A 97 F5 STA A TEMPAD+1
00037      010C 96 F1 LDA A VERT
00038      010E D6 F4 LDA B TEMPAD
00039      0110 48 ASL A
00040      0111 C9 00 MULT ADC B MULT BY 2
                                ADDS CARRY IF ANY

```

```

00041 0113 9B F5 ADD A TEMPAD+1 ADD VERT LINE OFFSET
00042 0115 48 ASL A SHIFTS A&B 4 TIMES TO LEFT
00043 0116 59 ROL B
00044 0117 48 ASL A
00045 0118 59 ROL B
00046 0119 48 ASL A
00047 011A 59 ROL B
00048 011B 48 ASL A
00049 011C 59 ROL B
00050 011D 07 F4 STA B TEMPAD STORE THIS ADDRESS
00051 011F 16 TAB LOW BYTE TO B
00052 0120 96 F0 LDA A HORIZ
00053 0122 8D 03 BSR GETMSK
00054 0124 7E 0140 JMP BASE2
00055 0127 84 07 GETMSK AND A #%111
00056      * SPECIFIES WHICH BIT OF THE BYTE
00057      * REPRESENTS THE DOT
00058 0129 8B F8 ADD A #$F8
00059 012B 87 012F STA A **4
00060      DIRECT EQU 0
00061 012E 96 00 LDA A DIRECT
00062 0130 97 F3 STA A MASK STORE IT IN 'MASK'
00063 0132 39 RTS
00064 0133 96 F0 ADDRES LDA A HORIZ
00065 0135 44 LSR A BUILDS LOW ORDER ADDRESS
00066 0136 44 LSR A DIVIDE BY 8
00067 0137 44 LSR A
00068 0138 1B ABA
00069 0139 97 F5 STA A TEMPAD+1
00070 013B DE F4 LDX TEMPAD
00071 013D A6 00 LDA A X
00072 013F 39 RTS
00073 0140 7D 00F2 BASE2 TST FLAG
00074 0143 26 0E BNE WRITE IS FLAG=0?
00075 0145 43 COM A IF NOT, WRITE--ELSE ERASE
00076 0146 97 F3 STA A MASK INVERT MASK
00077 0148 8D E9 BSR ADDRES GET THE BYTE
00078 014A 94 F3 AND A MASK AND IT WITH INVERTED MASK
00079 014C A7 00 STA A X STORE IT BACK
00080 014E 33 PUL B RESTORE REGISTERS
00081 014F 32 PUL A
00082 0150 DE F6 LDX TINDEX
00083 0152 39 RTS
00084 0153 8D DE WRITE BSR ADDRES
00085 0155 9A F3 ORA A MASK OR IT TO ADD A DOT
00086 0157 A7 00 STA A X STORE IT BACK
00087 0159 33 PUL B RESTORE REGISTERS
00088 015A 32 PUL A
00089 015B DE F6 LDX TINDEX
00090 015D 39 RTS
00091      END
HORIZ 00F0
VERT 00F1
FLAG 00F2
MASK 00F3
TEMPAD 00F4
TINDEX 00F6
TABLE 00F8
PLOT 0100
MULT 0110
GETMSK 0127
DIRECT 0000
ADDRES 0133
BASE2 0140
WRITE 0153

```

TOTAL ERRORS 00000

S00B0000504C4F543120202024

S10400F2FF0A

S11E00F801020408102040803637DFF6860697F4860097F596F1D6F448C9001D

S11E01139BF54859485948594859D7F41696F08D037E014084078BF8B7012F0E

S11E012E960097F33996F0444441B97F5DEF4A600397D00F2260E4397F38DB2

S1180149E994F3A7003332DEF6398DDE9AF3A700332DEF63903

S9030000FC



Photo 3. Spiral—another example of BASIC created graphics. Complex functions are easily displayed using BASIC, at the cost of slow execution.

rapidly and it works! Purists are welcome to rewrite the code and eliminate this trickery.

PLOT1 can be used several ways. For drawing pictures, hook up a digitizer to two parallel input ports and write a short driver that will transfer these bytes to 00F0 and 00F1 before calling PLOT1. Connect a push-button switch to a PIA control line to set or clear FLAG to control drawing or erasing. A joystick and A/D converter could be used as the digitizer. Any number of machine-language application programs could utilize PLOT1 for graphics output, including 3-D flight simulation, character generation, electrocardiogram display, etc.

A BASIC subroutine that per-

forms the same function as PLOT1 is shown in Program B. It executes much more slowly than PLOT1, but is useful for displaying the results of complex calculations done in BASIC. It is written in SWTP 8K BASIC 2.0, which supports multiple statements per line. It should be a simple matter to tailor it to other BASIC interpreters. The subroutine itself consists of lines 0700 to 0790.

Lines 10 to 80 make up a simple calling program that will draw the Lissajous figure shown in Photo 1. This routine also requires three values before being called: H (for horizontal), V (for vertical) and Z (for flag). H and V are decimal integers from 0 to 255 and 0 to 159,

```

0001 REM *RASTER SCAN GRAPHICS DEMONSTRATION PROGRAM
0002 REM *LINES 10 TO 80 PRODUCE A LISSAJOUS FIGURE.
0003 REM *LINES 700 TO 790 COMPRISE THE GRAPHICS
0004 REM *PLOT1 SUBROUTINE.
0005 REM *THE GRAPHICS RAM (6000H TO 73FFH) SHOULD BE
0006 REM *CLEARED PRIOR TO RUNNING THIS PROGRAM.
0007 REM *
0008 REM *
0009 REM *
0010 Z=1:I=0
0020 X=120*SIN(I)
0030 Y=75*COS(3.5*I)
0040 H=INT(X)+127
0050 V=INT(Y)+79
0060 GOSUB 700
0070 I=I+.0418879
0080 GOTO 20
0700 REM *PLOT SUBROUTINE IN BASIC.
0701 REM *REQUIRES 3 PARAMETERS: H,V, AND Z
0702 REM * H(ORIZ)=INTEGER FROM 0 TO 255
0703 REM * V(ERT)=INTEGER FROM 0 TO 159
0704 REM * Z: SET TO 1 TO DRAW A DOT, 0 TO ERASE A DOT
0705 REM *(0,0) IS THE UPPER LEFT CORNER
0706 REM *EXAMPLE: THE LINE H=255:V=159:Z=1:GOSUB 700
0707 REM * WILL DRAW A DOT AT THE LOWER RIGHT CORNER.
0708 REM *
0709 REM *
0710 H1=H/8:H2=INT(H1)
0715 REM *CALCULATE THE BIT POSITION
0720 H3=8*(H1-H2)
0725 REM *CALCULATE THE RAM ADDRESS
0730 M=24576 + 32*V+H2
0740 M1=PEEK(M)
0741 REM *UNPACK THE BYTE
0742 B7=0:IF M1>127 THEN B7=1:M1=M1-128
0743 B6=0:IF M1>63 THEN B6=1:M1=M1-64
0744 B5=0:IF M1>31 THEN B5=1:M1=M1-32
0745 B4=0:IF M1>15 THEN B4=1:M1=M1-16
0746 B3=0:IF M1>7 THEN B3=1:M1=M1-8
0747 B2=0:IF M1>3 THEN B2=1:M1=M1-4
0748 B1=0:IF M1>1 THEN B1=1:M1=M1-2
0749 B0=0:IF M1>0 THEN B0=1
0750 ON H3+1 GOTO 760,761,762,763,764,765,766,767
0755 REM *MODIFY THE BIT AND REBUILD THE BYTE
0760 B0=Z:GOTO 770
0761 B1=Z:GOTO 770
0762 B2=Z:GOTO 770
0763 B3=Z:GOTO 770
0764 B4=Z:GOTO 770
0765 B5=Z:GOTO 770
0766 B6=Z:GOTO 770
0767 B7=Z
0770 M1=0:IF B0=1 THEN M1=M1+1
0771 IF B1=1 THEN M1=M1+2
0772 IF B2=1 THEN M1=M1+4
0773 IF B3=1 THEN M1=M1+8
0774 IF B4=1 THEN M1=M1+16
0775 IF B5=1 THEN M1=M1+32
0776 IF B6=1 THEN M1=M1+64
0777 IF B7=1 THEN M1=M1+128
0780 REM *PUT IT NEATLY BACK
0785 POKE( M,M1)
0790 RETURN

```

Program B. Demonstration program in BASIC.

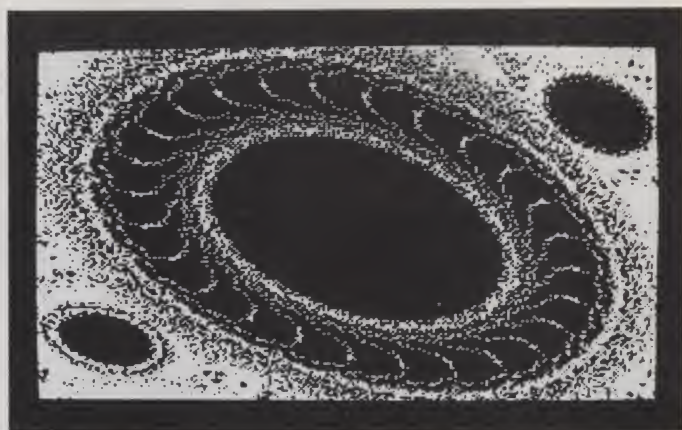


Photo 4. Galaxy 1. This and Photos 5 and 6 were generated by a modified assembly-language circle drawing algorithm. Each required from four to 20 seconds of MPU time to create.

respectively. Z is either zero to erase a dot or 1 to draw a dot. Lines 40 and 50 add an offset to H and V to set the origin at the center of the screen.

Note that the subroutine code could be shortened considerably by using subscripted variables and FOR-NEXT loops. I chose not to do this because of the substantial speed penalty imposed by the use of subscripts. A further small increase in speed can be obtained by defining a variable for each numerical constant using LET statements when the calling program is initialized. I felt that to do this, though, would render the listing undecipherable. Speed is not BASIC's forte, anyhow. BASIC's strengths lie in its ability to crunch numbers and its ease of programming.

Regardless of which program you use, you will want a

routine to clear the screen. ERASER (Program C) is a simple assembly-language program that will do this in the blink of an eye. As shown here, it will clear the screen when you halt BASIC with the reset button and type G. Once the screen is cleared it will jump back to 0103, the soft-start address for BASIC. Do not load and execute this program until after BASIC has initialized from the hard-start address 0100 or you will bomb the interpreter.

The JMP instruction at A057 can be modified to vector back to your graphics operating system or whatever address you want. It can also be replaced by an RTS to convert the program into a subroutine.

Some Applications

The photos illustrate some of the things you can do with this graphics system.

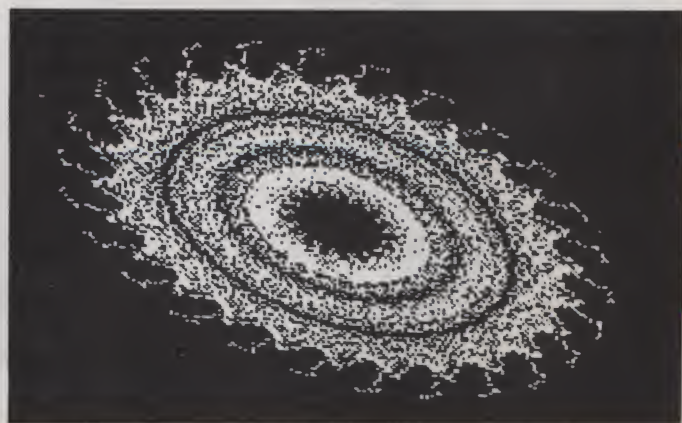


Photo 5. A close encounter?

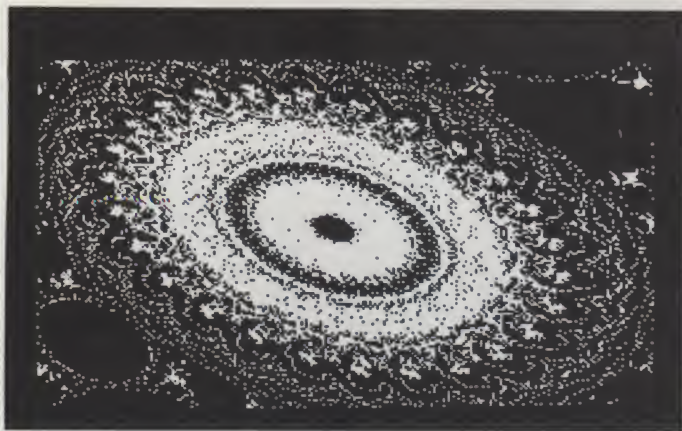


Photo 6. Galaxy 2. Note the illusion of gray scale made possible by varying the density of dots.

The lead photo shows my favorite recreational use for graphics: drawing cartoons. This one is of a little friend from long ago and far away. I used a flatbed X-Y digitizer made by Bolt, Baranek and Newman of Boston to draw him freehand. This unit was once offered as surplus by Delta Electronics, but I believe it is no longer in stock.

It is a marvelous collection of pulleys and cables that resolves two-dimensional motion into its linear X and Y components, which, in turn, move wiper contacts across etched encoder boards to produce X and Y values in 7-bit Gray code. These are parallel loaded into two sides of a PIA and converted to binary in software.

I used the unused eighth bit of each PIA side to signal that the cursor is active ("pen down") and to select draw or erase mode. Since the resolution of the digitizer is only 128 by 128, I wrote a small graphics operating system that positions the digitizing "window" anywhere on the screen. Its other commands are Clear Screen, Fill Screen and Save Picture to Tape.

This particular cartoon also illustrates how the graphics video and TVT-II output can be displayed simultaneously on the same monitor.

Photo 1 is the Lissajous figure produced by Program B. Although SWTP BASIC is not the fastest, it is extremely accurate. Note the smoothness of

the curve and the absence of quantum gaps.

Photo 2 is a simulated electrocardiogram produced by a BASIC program. Though too slow for real-time display, this method allows lengthening and shortening various intervals in a convenient fashion for teaching or illustrative purposes. The use of raster scan technique allows the baseline to be nice and fat, something that cardiologists prefer (for some strange reason).

Photo 3 is a collapsing spiral drawn by BASIC. The program itself was trivial; however, the cost of programming ease is

```

00001          NAM      ERASER
00002          *****
00003          * ERASER--CLEARS THE SCREEN AND JUMPS
00004          * BACK TO MONITOR, BASIC, OR USER ADDR.
00005          *****
00006          OPT      0,S
00007          6000 MEMBEG EQU $6000
00008          73FF MEMEND EQU $73FF
00009          0103 RESTRT EQU $0103
00010          A048      ORG      $A048
00011          A048 A04A PC FDB ERASER
00012          A04A 86 00 ERASER LDA A #$0      CHANGE TO $FF TO FILL SCREEN
00013          A04C CE 6000 LDX #MEMBEG
00014          A04F A7 00 LOOP STA A 0,X
00015          A051 08      INX
00016          A052 8C 7400 CPX #MEMEND+1 FINISHED?
00017          A055 26 F8      BNE LOOP IF NOT, LOOP BACK
00018          A057 7E 0103 JMP RESTRT IF SO, JUMP BACK TO BASIC
00019          END
MEMBEG 6000
MEMEND 73FF
RESTRT 0103
PC A048
ERASER A04A
LOOP A04F

```

Program C. ERASER.

speed of execution. This picture took almost 30 minutes of processing time to draw.

By contrast, the galaxy and UFO-like pictures (Photos 4-6) took only four to 20 seconds to create. These were done using a modified assembly-language circle-drawing algorithm. The interesting patterns result from a combination of integer overflow and the display of eight different bits using 16-bit precision. Note that these pictures impart a definite impression of gray scale even though they are composed of on-or-off dots.

This is due to the variable density of dots, not unlike the halftone process used in the printing industry.

Photo 7 shows a series of circles drawn by a slightly different algorithm using 8-bit precision. The center of each circle was shifted slightly before being drawn. This picture demonstrates what happens when a 64-character-per-line dot clock is used straight through without dividing it.

Each row of dots is displayed twice before the line counters are incremented. The result is

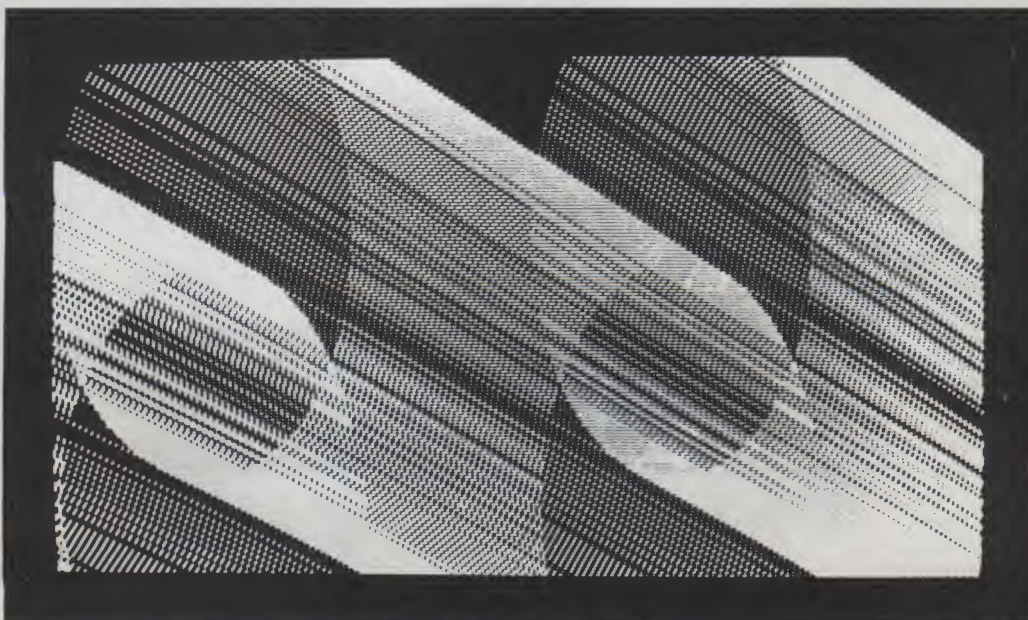


Photo 7. Sloping circles. This was generated by another modified circle generator and demonstrates a pseudo double-density mode described in the text.

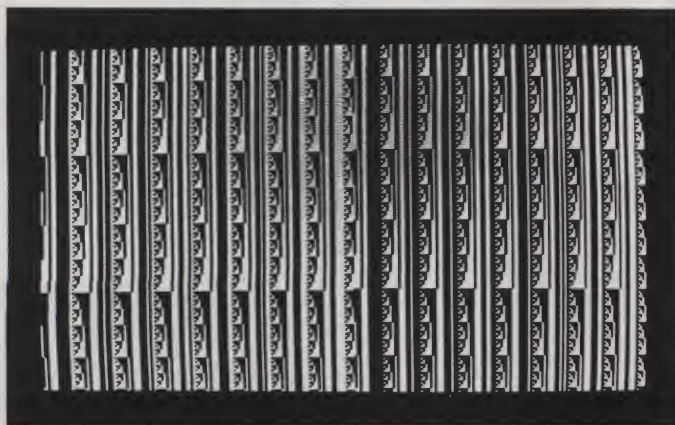


Photo 8. This is what a typical memory diagnostic looks like as it cycles through memory. This one stores ascending 16-bit binary patterns in sequential memory.

two identical pictures, side by side, giving 512-dot resolution horizontally and is the reason why the circles appear as ellipses.

Note that as the circle-drawer overflows, it wraps around and appears on the other side of the screen. Since the number of dots across is 256, exactly the capacity of

8-bit arithmetic, an interesting effect occurs. When two identical frames are concatenated, a line that wrapped around is in exact register with itself on the other side before it overflowed. Thus, lines appear to extend across the center where the two identical pictures meet.

The illusion of gray scale is even stronger in this picture

because we are approaching the bandwidth limit of the monitor. Because of this, lone dots appear slightly dimmer than several dots in a row.

Photo 8 shows a 16-bit memory diagnostic as it cycles through the graphics RAM. This points out a novel use for this system—namely, monitoring the activity of your MPU in a very revealing fashion.

Placing the stack here allows you to see just how deeply your program nests subroutines. If you put in one more PUSH instruction than there are PULLs, the stack will grow before your eyes to engulf the errant program. Placing this block of memory at the end of contiguous memory allows you to watch your text buffer fill and warns you when to dump some of it to tape or the printer.

Conclusion

I hope you enjoy building and using this graphics system. I'd like to hear from any of you who build it, and find out what ap-

plications you've dreamed up for it. Please enclose an SASE if you request a reply.

As I mentioned before, there is much room for further development. Color, gray scale and higher density all warrant investigation. I hope this article will prompt others to come up with related peripherals: digitizers, scanning densitometers, hard-copy output, light pens, slow scan converters, etc. . . and, of course, the software to go with them.

Before closing I'd like to thank Angus Mathson for his fine help in photo preparation. ■

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2. Thomas Buschbach, "Add This Graphics Display to Your System," *Byte*, November 1976.
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4. D. Hudson, "6800 Circle Maker," *Dr. Dobbs' Journal*, June/July 1977.

SWTP 4K RAM Write Protect Option

Good things come in small packages . . . a trite statement, but this article is worth reading.

Gary D. Gaugler
2276 Beaver Valley Rd.
Fairborn OH 45324

At times it is desirable or even mandatory to simulate ROM program or data stores; or, when debugging a new program, write protection can prevent a program from being inadvertently scrambled. A write protect feature can easily be added to the SWTPC 6800 4K RAM board. The schematic in Fig. 1 shows the new configuration.

The PC runners from pins 7 and 9 of IC19 are cut on the top of the board. The switch is then mounted on the corner of the board, which is diagonal to IC19.

There is sufficient space in this corner to drill a hole for the switch to mount perpendicular to the board. Connecting wires may be routed on the top of the board.

When the switch is in the R/W position, the memory functions normally. When the switch is in the WP (write protect) position, the R/W bus signal is removed from the memory ICs and replaced by a continuous READ logic level (always high).

This modification will write protect the entire 4K of memory. To write protect only a 2K segment, use an SPST switch and only connect the desired gate's output. ■

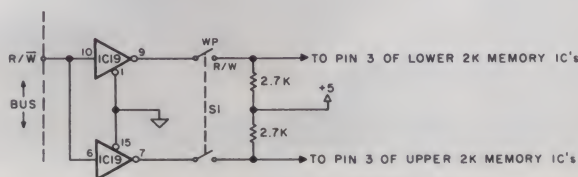


Fig. 1.

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Technical Systems Consultants' Text Editor

Ron thought a lot of TSC's Text Editor; he even used it to prepare this article.

Ronald W. Anderson
3540 Sturbridge Ct.
Ann Arbor MI 48105

Several months ago I purchased Technical Systems Consultants' Text Editor. I bought only the manual and source listing, which contains a hex dump, and spent a couple of evenings entering and debugging it. The editor, along with TSC's companion Text Processor, is being used to prepare this review.

The editor is so full of features that there are usually several ways to accomplish a given edit function. I find several of the features rather endearing, after working with Motorola's editor in their Exorciser system. This editor supplies line numbers automatically and has a REnumber command. You can "turn off" the printing (or CRT display) of numbers, though they are still assigned, by entering the command NUMbers. This command "toggles" the state of the numbers on and off. The editor initializes in the numbers on mode.

There is also a Verify mode in which any line that has been edited will be listed on the terminal after the changes have been made. This can be turned off, but unless you are a genius who never makes a mistake, you'll want to have it on.

Like most editors, TSC's has an "invisible" pointer that points at the "current line." The print command "P" will always print the current line on the terminal. A carriage return will do the same thing. All edit functions default to operating on the current line, but may be ex-

tended to be effective over a selected number of lines, or to be truly global in effect, i.e., to operate on the whole file.

Commands may be chained. Special symbols may be user defined. Tabs may be set up, and the text will automatically expand as marked by the tab character—also user defined.

There are two modes, or states of operation, of the editor—the Command mode and the Insert mode. In the Command mode, the program prompts with a #. If you type SET TAB = ':' the colon is defined as the "tab" indicator in your text. Tab stops are set by the command TAB 5,9,17, etc. The numbers refer to the column number, like the TAB function in BASIC. By typing SET EOL = '\$' you have defined the \$ as the command separator for a chain of commands.

The manipulation of the edit pointer is crucial in a text editor because the pointer is "invisible." In this editor there are several ways to move the pointer . . . and to specify the "range" of a command. Typing "5P6" will print to the terminal 6 lines starting at line #5. "5P#9" will print line 5 through line 9.

/Motorola/ P will print the next line below the current line that has the word "Motorola." You can go back in the file, too. Type -/Motorola/ P to print out the line preceding the current one and containing the word

Motorola. The current line pointer always moves when text is printed to the terminal so that it points at the last line printed out.

Some additional pointer movers include ↑P, which moves the pointer to the top of the file and prints the first line, and ↓P (↓ is a down arrow on some terminals), which will print the last line of the file. ↑P! will print the whole file. T will move the pointer to the top of the file and not cause printout.

B similarly moves the pointer to the bottom of the file. It is unfortunate for multisystem users like myself that Motorola uses B for the "beginning" of the file and Z for the end. Somehow, T and B are logical, as would be A and Z, but B and Z make no sense at all. It is too bad that there aren't some standards for text editors.

Some of the commands are illustrated below. The simulated printout is what will print if the "verify" mode is on.

1. CHANGE COMMAND

```
37.00=THIS IS A TEST
#C/THIS/THAT/
37.00=THAT IS A TEST
```

```
37.00=THAT IS A TEST
#C/THAT// (CHANGE THAT TO NULL)
37.00= IS A TEST
```

```
#C//THIS/ (CHANGE NULL TO THIS)
37.00=THIS IS A TEST
```

2. APPEND

```
#A./
37.00=THIS IS A TEST.
```

3. FIND

```
#T#F/TEST/
37.00=THIS IS A TEST.
```

The / is a delimiter. Any symbol can be used, but the symbol should not appear in the string.

4. OVERLAY

```
37.00=THIS IS A TEST
OVERLA P X
37.00=THIP IS A TEXT
```

5. GLOBAL CHANGES

```
#T#C/#7/#9/ ! *
```

This means go to the top and change the string #7 to #9 to the bottom (!) of the file, and do it for all occurrences (*). This command will change every #7 to #9 in the whole file.

6. HEADER COMMAND (see Example 1). The command causes the column numbers to be printed. The - indicates that there is a tab set for that column.

7. DELETE. 27D10 deletes ten lines starting from line 27. If you give up, there's always ↑D!, which will delete the whole file.

8. NEXT.N causes the pointer to move to the next line and print it.

9. INSERT. I causes the editor to enter the insert modes and insert text after the current line. Lines are renumbered if necessary.

10. MOVE AND COPY. MO #7.5. This will move five lines starting with the current line, to be inserted after line #7. The original lines are deleted. Copy does the same thing, but leaves the original lines as they were.

TSC has both cassette and disk versions (disk for SWTP's new FLEX operating system—see "The Latest in Operating Systems for the 6800: FLEX" by Mickey Ferguson, *Kilobaud*, October 1978, p. 72). The cassette version will allow you to save all or any part of a file to tape. Line numbers are

```
HEADER 01234567-890123456-789012345678901234567890123456789012345678
```

Example 1.

not saved on tape or disk, and files are renumbered when loaded. The disk version will allow you to create and edit a file too large to fit in your memory. Using two disks, one with the file and the other with the editor, you can edit a file approximately 64K characters long!

The disk version never deletes a file. The old file is renamed with the suffix .BAK for backup, and the new file retains the suffix of the original file. For this reason, two nearly blank disks are required to edit a large file. I have successfully edited a file that prints out 32 standard 8½ by 11 pages of double-spaced text. The editor could handle almost twice this.

Is it perfect? Not quite. I would like to see the following: 1/PH./D! *.

Suppose you have a name and address file with phone numbers, and you want to print a bunch of address labels. It certainly would be nice to be able to edit the file (creating a new temporary one) in such a

mand: 1D/PH./ ! *, you would only delete all lines from the top of the file to the first line containing the string /PH./. This slight inconsistency in the use of line specifiers and range targets is the largest problem in learning to use the editor effectively. It is well worth the effort, however.

If you have a disk system, this editor will edit your BASIC files as well as text. It is delightful not to have to type in a whole line again to correct the omission of a parenthesis on the end of the line. This editor can also be used to create source files for TSC's assembler. The assembler is not much different from Motorola's or SWTP's (which it replaces in the disk system). It will, however, produce a sorted symbol table, and the source listing allows you to modify such things as the print routine to optimize operation with a non-standard printer.

The combination of the editor and the TSC Text Processor is as good as a "professional"

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SL80-10	8080	Text Editing System	28.50
SL80-10p		With Paper Tape	37.50

way as to delete all the phone numbers.

My proposed command would go to the top of the file and find and delete all the lines containing the string /PH./ all the way to the bottom of the file. This is precisely how the change command would work, but it would only delete the string /PH./ and leave the rest of the line. As the editor stands, you could use the command line: 1F/PH./ ! *, which would list all the lines of interest if the verify mode were on, and you could then delete the lines by line number.

If you were to try the com-

text-processing system—at 1/3 of the price, including computer with 32K memory, printer, dual disk drive and CRT terminal! All TSC programs come with complete, well-commented source listings. These are an education in themselves and, along with the discussion in the manual of modifications and "personalization" for individual systems with different terminals, printers, etc., make the programs much more valuable. In my opinion, this editor is well worth having and learning. TSC's software is all reasonably priced.■

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DEALER INQUIRIES INVITED

Spelling Bee

Too often, watching and listening to the tube contribute to illiteracy. Put this program on your terminal and cassette recorder during prime time and help reverse the trend.

Spelling Bee is an educational game with a twist. Instead of responding to messages displayed on the terminal, the user responds to spoken words by typing their correct spelling. Before you dismiss this program as requiring speech synthesizers and other exotic hardware you don't have, read on a bit. The spoken words come from the ubiquitous audio cassette recorder. (In the event you had forgotten, "audio" means you can also use devices for things other than data.) The only real hardware requirement is programmable motor control for your recorder or a port you can use to operate a relay or transistor switch. (I use an optoisolated switching system described by Wayne D. Smith in the November 1977 *Byte*, pp. 114-127.)

During the quiz portion of the program, the recorder motor is turned on long enough to allow a recorded spoken word to pass over the playhead. The tape will then stop, and the program will ask, "How do you spell that word?"

The user has three chances to get the word correct. If he/she misses on the first try, feedback is given as to whether the number of letters in the guess was correct—too many or too few. If the number of letters in the second guess is correct, but the word is still misspelled, the user is told which letters

were guessed correctly. After the third miss, the program gives the correct spelling.

A score is kept for each word, and at the end of each quiz, words are grouped according to the number of misses and output to the terminal so that the most frequently misspelled words can be used again.

An obvious question concerns how the computer keeps track of where it is on the tape. The answer is that the computer only keeps track of time while the quiz is going on. The secret is that the program also provides a facility to record the tape. Thus, the same timing loops are used both when the tape is recorded and when it is played back so that things stay synchronized.

The recorder motor is turned on for 4 seconds during which time the operator speaks a word into the recorder microphone. The program then asks for the correct spelling of the word, which it stores away in the array `W$` for the later quiz. The record-type cycle repeats until the word "stop" is typed. Then the operator is taken step-by-step through setting up the tape for the quiz. Thus, during the recording process, the program "learns" the spelling of the words that will be presented.

The Program

Let's look at some features of the program, which was writ-

ten in TDL 12K BASIC. Any BASIC that allows string manipulation (`MID$`, `LEN`) and output to the motor-control port should work. In this version, the recorder is controlled by bit 1 of port 78H in OUT statements scattered throughout the program. (The ampersand prefix to numbers in TDL BASIC indicates they are to be interpreted in hexadecimal.) The I/O port (implemented with an MC6820 PIA) is initialized at line 1800; this statement will have to be modified for your particular configuration.

The last line in the program is the subroutine that handles all the time delays. The calculation of `EXP(100)` is simply included to waste time. If your BASIC doesn't have `EXP` or `LOG`, you'll have to find some other way to waste time. The value `(100/12)` found in this statement is the critical factor which determines that each unit of the variable "T" will result in a one-second delay. That this value is not an integer produces a slight error in timing but not enough to worry about.

It was determined by first substituting 100 in place of the factor `T*(100/12)`, then executing the statements `GOSUB 8900:END` and noting the time required to complete the subroutine. In my system, this subroutine took 12 seconds to do the 100 computations. By dividing the 100 by 12 seconds, we

obtain the number of calculations that are done in 1 second; multiply this by T, the number of seconds' delay required, to produce a program-controlled timing loop.

Lines 1900-3200 provide optional step-by-step instructions for setting up the system to record tapes. These were designed to be fairly detailed and somewhat interactive. The two black plugs referred to in line 2300 are the data input and output plugs from the computer to the cassette. Removing these will connect the microphone for recording and the speaker for playback on most recorders.

A third plug, which is red on my system, must be left connected to provide motor control. The red switch mentioned in line 2500 is the automatic motor-control override switch that allows computer control in the up position.

During the instruction phase, carriage returns must occasionally be issued to inform the program that you have performed the required steps. For example, a return is requested in line 2600 to signal the program that the recorder has been set up as required. Then in line 2700, the tape motor is enabled for 10 sec to move the tape past any leader on the cassette.

The "right-hand light" mentioned in line 2800 is an LED located on the recorder control box, which is used to signal the

operator that the recorder is ready to receive a word. It is strictly optional and is referred to only in OUT statements in lines 3500 and 5100.

The words are entered in lines 3400 to 3900. In line 3500, the recorder is enabled for 1 sec, and then the "right-hand light" is turned on by bit 80H. The recorder remains on for 3 sec, during which time the word is spoken into the recorder microphone. Line 3700 controls the 3 sec delay and then turns off the recorder and light.

When the word "stop" is entered, control is transferred to the next step-by-step instruction phase. If "stop" is a word you would like to test, then change lines 3900 and 7300, plus instruction line 3100 to whatever word (or symbol) you would like to use to tell the program to stop.

The rewind sequence requires you to enter several carriage returns, but takes care of such details as turning on the motor so you can rewind the tape. For playback, the ten-second tape operation required to move past the leader is handled in line 4600. Note that this, and every other tape motion operation, must be exactly matched in the record and playback portions of the program in order to keep the tape synchronized with the program.

Line 4700 advances the paper on the Teletype so that it may be torn off, hiding the typed-in words. If you are using this program with a video terminal, substitute a statement here to clear the screen.

In lines 5000-7300, the quiz is carried out. The recorder is first run for 4 sec, playing a recorded word, then the user inputs his spelling of the word as variable G\$. Correct responses are dealt with in lines 6800-7300. Errors are handled in lines 5700-6700. (The unnumbered lines following 5400, 5800, 6500 and 6800 are continuations of the previous lines.)

As mentioned earlier, various hints are given after errors. The type of hint is controlled by the variable NT, the number of tries, which varies from 1 to 4. If NT is equal to 1, lines 5800-6000

```

1000 REM >>>>SPELLING TEST PROGRAM<<<<
1100 REM
1200 REM      BY: DAVID B. MOODY
1300 REM      1515 SAUNDERS CRESCENT
1400 REM      ANN ARBOR, MICHIGAN 48103
1500 REM
1600 CLEAR 200: DIM W$(40), WC(40)
1700 REM >>>> SET UP OUTPUT PORT
1800 OUT &79,0: OUT &78,&FF: OUT &79,&4: OUT &78,0: PRINT
1900 INPUT "DO YOU WANT INSTRUCTIONS"; A$: IF LEFT$(A$,1) = "Y" THEN 2300
2000 INPUT "HIT RETURN AS SOON AS YOU ARE READY"; A$
2100 OUT &78,1: T=10: GOSUB 8900: OUT &78,0: GOTO 3400
2200 REM >>>> GIVE STEP-BY-STEP INSTRUCTIONS
2300 PRINT "FIRST, DISCONNECT THE TWO BLACK PLUGS FROM THE RECORDER."
2400 PRINT "THEN PLACE A BLANK TAPE IN THE RECORDER, AND SET TO"
2500 PRINT "RECORD. ALSO, PLACE THE RED SWITCH ON THE LIGHT BOX"
2600 INPUT "IN THE UP POSITION. WHEN YOU ARE READY, HIT RETURN"; A$
2700 OUT &78,1: T=10: GOSUB 8900: OUT &78,0
2800 PRINT "WHEN THE RIGHT-HAND LIGHT COMES ON, READ A WORD INTO"
2900 PRINT "THE MICROPHONE. WHEN THE LIGHT GOES OFF, THE COMPUTER"
3000 PRINT "WILL ASK YOU TO TYPE IN THE WORD. THIS PROCESS WILL"
3100 PRINT "CONTINUE UNTIL YOU TYPE THE WORD 'STOP'."
3200 PRINT: INPUT "HIT RETURN WHEN YOU ARE READY TO START"; A$: PRINT
3300 REM >>>> START INPUTTING WORDS HERE
3400 FOR C=1 TO 40
3500 T=1: GOSUB 8900: OUT &78,1: T=1: GOSUB 8900: OUT &78,&81
3600 REM >>>> WORD IS RECORDED DURING THE NEXT STATEMENT
3700 T=3: GOSUB 8900: OUT &78,0
3800 INPUT "WORD"; W$(C)
3900 IF W$(C) <> "STOP" THEN NEXT C
4000 REM >>>> END OF INPUT - DO STEP-BY-STEP REWIND SEQUENCE
4100 PRINT "STOP THE RECORDER";: GOSUB 4400: OUT &78,1
4200 PRINT "REWIND THE TAPE TO THE BEGINNING";: GOSUB 4400: OUT &78,0
4300 PRINT "SET THE RECORDER TO PLAY";: GOSUB 4400: GOTO 4500
4400 INPUT ", THEN HIT RETURN"; A$: RETURN
4500 FOR N=1 TO 40: WC(N)=0: NEXT N
4600 OUT &78,1: T=10: GOSUB 8900: OUT &78,0
4700 FOR N=1 TO 10: PRINT: NEXT N
4800 REM >>>> READY TO START THE QUIZ
4900 INPUT "HIT RETURN TO START"; A$
5000 FOR C=1 TO 40: NT=0
5100 T=1: GOSUB 8900: OUT &78,1: T=1: GOSUB 8900: OUT &78,&81
5200 REM >>>> RECORDER OUTPUTS WORD DURING NEXT STATEMENT
5300 T=3: GOSUB 8900: OUT &78,0
5400 PRINT: INPUT "HOW DO YOU SPELL THAT WORD"; G$
5500 NT=NT+1
5600 IF W$(C)=G$ THEN 6900
5700 IF NT=3 THEN PRINT "STILL NOT RIGHT - THE WORD IS SPELLED- ";
      W$(C): WC(C)=NT: GOTO 7300
5800 IF NT=2 GOTO 6200 ELSE IF LEN(W$(C))=LEN(G$) THEN
      PRINT "YOU HAVE THE CORRECT NUMBER OF LETTERS, BUT";:
      PRINT "NOT THE RIGHT SPELLING. ": GOTO 6100
5900 IF LEN(W$(C))>LEN(G$) THEN PRINT "NOT ENOUGH LETTERS. ": GOTO 6100
6000 IF LEN(W$(C))<LEN(G$) THEN PRINT "TOO MANY LETTERS. ";
6100 INPUT "TRY AGAIN"; G$: GOTO 5500
6200 IF LEN(W$(C))<>LEN(G$) THEN 5900
6300 PRINT "THE FOLLOWING LETTERS ARE CORRECT: ";
6400 FOR N=1 TO LEN(G$)
6500 IF MID$(W$(C),N,1)=MID$(G$,N,1) THEN PRINT MID$(G$,N,1);
      ELSE PRINT "-";
6600 NEXT N
6700 PRINT: GOTO 6100
6800 REM >>>> GOT IT RIGHT!
6900 WC(C)=NT-1: ON NT GOTO 7000,7100,7200
7000 PRINT "THAT'S IT - FIRST TRY!!!": GOTO 7300
7100 PRINT "GOT IT ON THE SECOND TRY.": GOTO 7300
7200 PRINT "TOOK YOU THREE TRIES TO GET IT.": GOTO 7300
7300 IF W$(C+1)="STOP" THEN 7500 ELSE NEXT C
7400 REM >>>> END OF LIST FOUND- OUTPUT SCORE
7500 PRINT "THAT'S ALL THE WORDS I HAVE FOR NOW.": PRINT: PRINT
7600 V=0: FOR N=1 TO 40: V=V+WC(N): NEXT N: IF V<>0 THEN 7800
7700 PRINT "A PERFECT TEST!!!!!! GOOD GOING.": END
7800 FOR M=3 TO 1 STEP -1: V=0: FOR N=1 TO 40
7900 IF WC(N)=M THEN V=V+1
8000 NEXT N: IF V=0 THEN 8700
8100 PRINT: ON M GOSUB 8400,8500,8600
8200 FOR N=1 TO 40: IF WC(N)=M THEN PRINT W$(N)
8300 NEXT N: GOTO 8700
8400 PRINT "THE FOLLOWING WORDS ONLY TOOK 2 TRIES.": RETURN
8500 PRINT "YOU GOT THE FOLLOWING WORDS ON YOUR LAST TRY.": RETURN
8600 PRINT "YOU NEVER GOT THE FOLLOWING WORDS - STUDY THESE HARD.":
      RETURN
8700 NEXT M: END
8800 REM >>>> SUBROUTINE TO PROVIDE DELAYS
8900 FOR Z9=1 TO T*(100/12): V=EXP(LOG(100)): NEXT Z9: RETURN

```

READY:

Program listing.

DO YOU WANT INSTRUCTIONS? YES
FIRST, DISCONNECT THE TWO BLACK PLUGS FROM THE RECORDER.
THEN PLACE A BLANK TAPE IN THE RECORDER, AND SET TO
RECORD. ALSO, PLACE THE RED SWITCH ON THE LIGHT BOX
IN THE UP POSITION. WHEN YOU ARE READY, HIT RETURN?
WHEN THE RIGHT-HAND LIGHT COMES ON, READ A WORD INTO
THE MICROPHONE. WHEN THE LIGHT GOES OFF, THE COMPUTER
WILL ASK YOU TO TYPE IN THE WORD. THIS PROCESS WILL
CONTINUE UNTIL YOU TYPE THE WORD 'STOP'.

HIT RETURN WHEN YOU ARE READY TO START?

WORD? FOSSIL
WORD? CRYSTAL
WORD? PERSUADE
WORD? RUBBISH
WORD? FAHRENHEIT
WORD? STORIES
WORD? STOP

STOP THE RECORDER, THEN HIT RETURN?
REWIND THE TAPE TO THE BEGINNING, THEN HIT RETURN?
SET THE RECORDER TO PLAY, THEN HIT RETURN?

HIT RETURN TO START?

HOW DO YOU SPELL THAT WORD? FOSSIL
YOU HAVE THE CORRECT NUMBER OF LETTERS, BUT NOT THE RIGHT SPELLING.
TRY AGAIN? FOSSLE
THE FOLLOWING LETTERS ARE CORRECT: FOSS--
TRY AGAIN? FOSSOL\O\IL
TOOK YOU THREE TRIES TO GET IT.

HOW DO YOU SPELL THAT WORD? CRYSTIL
YOU HAVE THE CORRECT NUMBER OF LETTERS, BUT NOT THE RIGHT SPELLING.
TRY AGAIN? CRYSTEL
THE FOLLOWING LETTERS ARE CORRECT: CRYST-L
TRY AGAIN? CRYSTAL
TOOK YOU THREE TRIES TO GET IT.

HOW DO YOU SPELL THAT WORD? PERSWADE
YOU HAVE THE CORRECT NUMBER OF LETTERS, BUT NOT THE RIGHT SPELLING.
TRY AGAIN? PERSWEDE
THE FOLLOWING LETTERS ARE CORRECT: PERS--DE
TRY AGAIN? PERSUADE
TOOK YOU THREE TRIES TO GET IT.

HOW DO YOU SPELL THAT WORD? RUBISH
NOT ENOUGH LETTERS. TRY AGAIN? RUBBISH
GOT IT ON THE SECOND TRY.

HOW DO YOU SPELL THAT WORD? FERENHEIT
NOT ENOUGH LETTERS. TRY AGAIN? FERRENHEIT
THE FOLLOWING LETTERS ARE CORRECT: F--RENHEIT
TRY AGAIN? FAIRENHEIT
STILL NOT RIGHT - THE WORD IS SPELLED- FAHRENHEIT

HOW DO YOU SPELL THAT WORD? STORIES
THAT'S IT - FIRST TRY!!!

YOU NEVER GOT THE FOLLOWING WORDS - STUDY THESE HARD:
FAHRENHEIT

YOU GOT THE FOLLOWING WORDS ON YOUR LAST TRY:
FOSSIL
CRYSTAL
PERSUADE

THE FOLLOWING WORDS ONLY TOOK 2 TRIES:
RUBBISH

Sample Run.

give information on the length of the word. If NT = 2 and the length is correct, lines 6300-6600 print the correct letters, filling in the incorrect ones with a "-". When NT = 3 and the word is missed, line 5700 provides the correct spelling.

Whenever a word is guessed, or after three tries, the variable WC(N), which corresponds to W\$(N), is set equal to one minus the number of guesses required. For example, WC = 0 if the word is spelled correctly on the first try, and WC = 3 if the word is not guessed by the third try. In line 7300, the next word stored in the array W\$ is checked to see if it is "STOP." If so, control is transferred to line 7500, which tells the user that the test is over.

The values in the array WC are then used in lines 7600-8700 to summarize the results of the quiz. First, this part of the program checks for no errors by deciding if all WC(N)s are zero. If there are errors, it then determines if any words were never spelled correctly, and if there were any, it prints them. It then does the same for words guessed on the third try; then for words guessed on the second try. Words spelled correctly on the first try are not printed at the end.

With TDL 12K BASIC, this program requires a full 16K of memory. If you are fortunate

enough to have more memory, change line 1600 to CLEAR 400, thereby increasing string space and allowing longer words.

That's the program as our family uses it. Several interesting variations are possible. For example, it might be used to test foreign-language vocabularies by having the tape recorder pronounce a word and the user respond with a simple definition.

The ultimate version could use a stereo recorder with one channel for audio I/O and the other channel to provide exact digital data and synchronization. If the second channel were recorded to contain, in digital form, the word presented on the audio channel, then the tapes could be reused without the recording-typing stage required in the present program.

Before you run off to buy a stereo recorder, however, bear in mind that most BASICs are not fast enough to support direct data I/O from cassettes. Therefore, this idea will probably require some special tricks such as the one by Gene Embry mentioned in the February 1978 *Kilobaud* ("The BASIC Forum," p. 7). An added sophistication would be the use of the Meca Alpha-1 tape system, which provides high-speed digital search, plus an audio channel. ■

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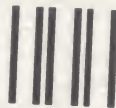
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The I/O section of this software has been modified to operate with the TARBELL Floppy Disk Interface in 24K bytes of memory. Five commands permit listing of directory, typing contents of an ASCII file, renaming a file, erasing a file from disk, and saving memory on disk. Fourteen programs are included which are invoked like commands. Six source files are included for transferring between TARBELL Cassette and disk, cold-start loading, Basic I/O system with drivers, and reformatting crashed diskettes. Documentation includes a listing of BIOS and instructions to patch CBIOS for your system. Price is \$100 on CP/M diskette with documentation. (CP/M is a product of Digital Research).

CP/M 1.4 Update Package

A TARBELL Update Package for those now using CP/M 1.3 is now available on diskette. The Update Package adds new commands and the ability to access four disk drives, as well as 2 new CP/M manuals, TARBELL CP/M User's Guide and a new BIOS listing. Price: \$50.00.

SPOOLER

This 8080 program will save many hours of computing time. It intercepts all output to the list device, spools the output to a high-speed disk file, and directs the spooled data to a low-speed printer during unused cycle time while the CPU waits for transfer of data to and from the console. System throughput is greatly increased with the aid of SPOOLER. Output is never lost due to insufficient memory allocation. Fully compatible with the CP/M file system, SPOOLER permits parallel processing without hardware interrupt, and with minimal impact on other processes. Price: \$70.00 (Copyright KLH Systems.)

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BASIC-E Compiler

Designed to work with CP/M Disk Operating System this software requires a total of 20K bytes of memory. Included are 26 compiler error messages and 23 run-time error messages. Disk files may be read, written or updated by using both sequential and random access. Included are blocked and unblocked files. Price for compiler and run-time monitor on diskette is \$10.00. Manual is available separately for \$5.00. (Public domain software by Gordon E. Eubanks, Jr.).

CBASIC Programming System

Upward compatible from BASIC-E, CBASIC is similar but expanded to include several business oriented facilities, allowing decimal computations to 14 digits of precision, data formatting and PRINT USING statements. Statements allow access to disk files and disk file maintenance. Strings of characters may be read from the console to permit correct input line format to be checked before reading data. General programming features include variable names up to 31 characters, optional line numbers, dynamic debugging tracers, and optional data output to printer. CBASIC on diskette and manual priced at \$100. (Copyright Software Systems.)

EMPL-an 8080 APL

Especially suited to educational applications, EMPL is an adaptation of APL, using the ASCII character set. Only one-dimension arrays are allowed. This 8K version occupies the first 5376 bytes of memory and operates in two modes. The Execution Mode permits all instructions to be executed immediately. The Definition Mode permits the user to enter functions. EMPL on Tarbell Cassette with manual is \$15. (Copyright 1977 Erik Mueller).

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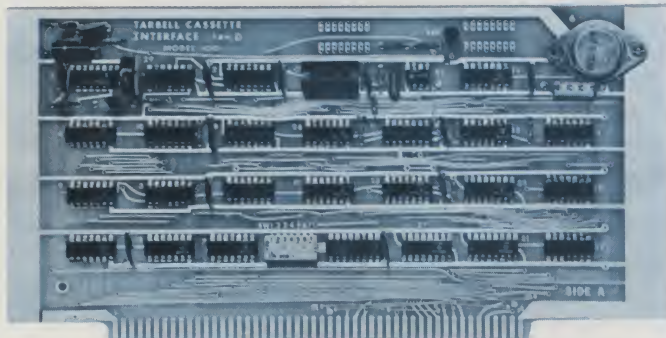
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Two Interface Boards from Teletek

A couple of our staff took a look at two boards from Teletek. Here's their assessment.

Mitchell Wolrich
Jeff DeTray
Kilobaud Staff

Here today, gone tomorrow." It's easy to be cynical and more than a little suspicious when the discussion turns to firms that have recently entered the microcomputer business. Like July 4th sparklers, some microcomputer companies have been known to burn brightly for a short while, then fizzle out, never to be seen again. That's one reason it is encouraging to see companies such as Teletek Enterprises enter the fray.

Unlike some microcomputer companies, Teletek has been around a while, although they are new to the hobby market. For ten years, they've been serving the needs of industrial, military and governmental customers. The company's first products of interest to hobbyists are a pair of versatile S-100 interface boards described below.

Teletek, while not well known to hobbyists, has a solid reputation among the technological heavyweights. They built this reputation in the specialized

field of instrumentation calibration. Teletek's customers have included the likes of Aerojet General, Pacific Gas and Electric, the North American Air Defense Command and NASA.

During the last three years or so, the direction of the firm has been toward the design and manufacture of custom instrumentation, the kinds of devices and systems that simply aren't available off the shelf. One project has involved producing custom-made stray voltage testers to fly on each of NASA's Space Shuttles.

The point of all this is to show you that Teletek is not some "fly-by-night" outfit. This is a well-established company that is putting the full force of its considerable technical expertise behind its line of microcomputer products. The two interface boards are designed to offer combinations of functions that aren't available on other single boards. Teletek is betting that customers will appreciate saving an S-100 slot or two. As you'll see, such a saving is quite possible.

At the present time, Teletek offers two products of interest to the hobbyist: the System

Central Interface (SCI) and the Universal Cassette Recorder Interface (UCRI). We'll devote most of our attention to the SCI, as it is by far the more complex of the two boards.

The Hardware

The Teletek SCI combines the functions of three or more individual S-100 interface boards into one neat package. Here is a list of the various features of the board, along with some commentary.

- Three independent parallel ports, each bit programmable for input or latched output. Handshake signals also available. Implemented via two 6821 PIAs.

- One serial port with RS-232, 20 mA or 60 mA current loop interfaces. User selectable speeds between 45 and 9600 baud via software control. Implemented via a 6850.

- One high-speed biphase (Tarbell compatible) cassette interface. User selectable speeds from 800 to 100,000 baud via software control. Can also be used as a programmable signal generator. Implemented using an 8253 programmable timer.

- Two on-board relays for control of two tape recorders. If you

use separate READ/WRITE decks these signals come in handy. The monitor provided with the SCI can handle this type of configuration.

- Three status lines, programmable for either input or output. Useful for controlling functions such as rewind, head-load, etc., on Phi-decks, etc.

- Power on reset. Very nice whether you have a front panel or not (and especially nice if you don't). Hardware forces execution to begin at the first EPROM position. The standard SCI software runs at D000 (hex), so to start execution at, say, D01E, the first 3 bytes would look like this: D000 C3 1E D0. Note: If you want to jump out of the first 1K block, you must use an indirect jump. An example would be if you wanted to boot a North Star disk system; the software would look like this:

D000 C3 03 D0

D003 C3 00 E9

This design eliminates false reset of the reset-jump circuit when the SCI is addressed at F000.

- 2708 EPROM programmer. This sure helps when you are developing custom software or making changes in the monitor. Eliminates the need for a

separate EPROM programmer. Note: The socket can also be used as another 1K of software routines when you aren't programming 2708s.

- 256 bytes of on-board RAM. Useful as stack and buffer space; won't eat any memory from user work space.

- Two 2708 sockets. Contains 2K of monitor routines. See description under software.

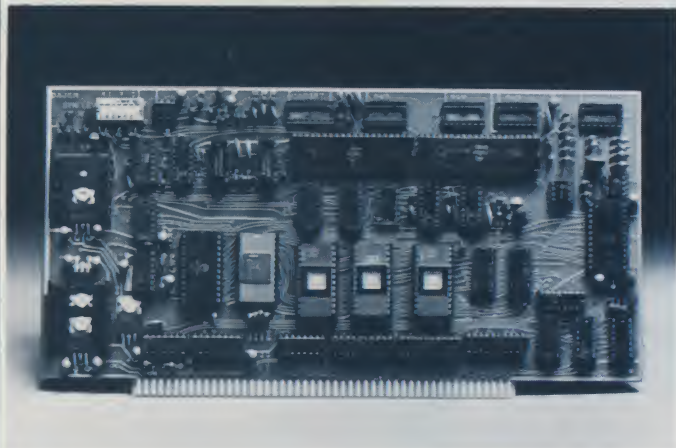
number.

- Program 2708—programs a 2708 according to Intel specifications, also verifies data in EPROM against RAM and prints any differences (errors).

- Read cassette—loads data from tape into memory.

- Read verify—compares data on tape to data in RAM.

- Search—will locate a hex string up to nine bytes long in



System Central Interface (SCI).

Note: David Jenkins of Teletek informs us that they will be offering a version that will accept 2716s. This will give the user 4K of monitor routines, plus a 2716 programmer! Additional note: The SCI can utilize 650 ns 2708s. That will save you a few dollars.

The Software

The following is a summary of commands available in the SCI Monitor Version 1.6.

- Assign input device—from either serial, parallel or keyboard port.

- Assign output device—from either serial, parallel or video board.

- Dump hex—standard hex dump, 16 bytes/line.

- Dump ASCII—dumps eight hex bytes, followed by the ASCII equivalents.

- Enter—enters hex data into memory.

- Go—starts program execution at given address.

- Input from port—prints hex value of specified port number.

- Output to port—outputs specified byte to specified port

memory and print the address of all occurrences of it. Useful in hand-relocating programs!

- Set read speed for cassette—between 800 and 100,000 baud.

- Set serial port speed—between 45 and 9600 baud.

- Set write speed for cassette—between 800 and 100,000 baud.

- Verify a block of memory—against another block; prints any differences noted.

- Write cassette—writes a block of memory to cassette tape.

- Zero memory—fills memory with a hex constant between two addresses. If no constant is specified, zero is assumed.

User Report

Dave Jenkins, designer of the SCI, has done an outstanding job in all aspects of the project. The board is very well laid out and works quite well. The SCI is one of the most versatile interfaces that we've seen to date due to its "totally programmable approach." Software defines everything in the system,

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from the dynamically programmable baud rates to the very method of modulating the tape interface. The interface will handle Tarbell, Kansas City, CUTS and possibly other cassette formats merely by your changing the software.

As an example of how flexible the interface is, we'll describe the methods of assigning the system console. To start the system up, you can tell it to use a video board and the on-board keyboard port or use the on-board serial port. This is accomplished by a DIP switch. After the system is up, you can change baud rate of any of the serial devices or change the system console itself, all with one command.

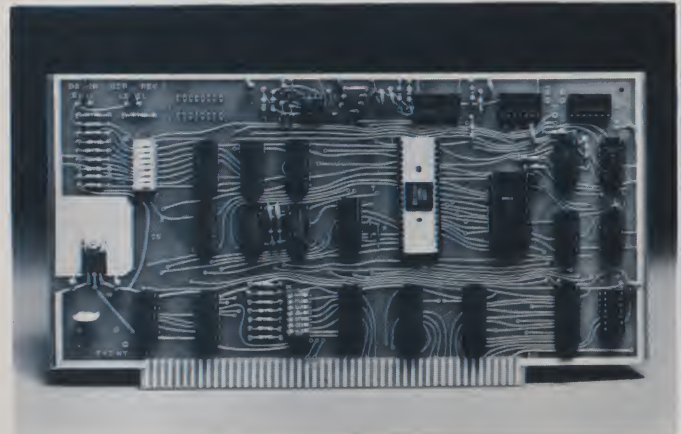
Input/output is handled very nicely by a series of system calls. To interface your software to the board, all you have to do is look up the proper sys-

vices, in case you want to roll your own software.

All in all, the SCI is a good buy for anyone with an S-100 bus computer.

UCRI

The UCRI board consists of the cassette interface portion and keyboard port of the SCI. The UCRI can read and write data from 518 to 41,666 baud. The baud rate is set by means of a DIP switch on the board, whereas the SCI handles this with software. The UCRI will have many applications in systems where a high-speed bi-phase cassette interface is required, but where a system monitor and other interfaces are not necessary. Like the SCI, the UCRI can utilize a variety of cassette formats, including Tarbell, Kansas City, CUTS and others. On-board relays are included for cassette control.



Universal Cassette Recorder Interface (UCRI).

tem call and call it. No need to worry about details such as port numbers, status bits and other trivia; let the system handle it.

The documentation provided is good and accurate. The manual could use a bit more organization and highlighting in certain areas, such as system start-up—it isn't very clear just how to tell it what you're using for a console device, until you turn to page 11 (which follows the instructions: "after the interface is up . . ."). The manual includes pin-outs and port definitions for all of the various de-

The UCRI board would be ideal for an already working system that lacks a cassette interface.

The Future

What's in store from Teletek? Well, in a few months, they plan to bring a floppy-disk controller onto the market, a package designer David Jenkins promises will be "very interesting." After that, there is talk of a highly sophisticated 16-bit micro. Of course, Teletek will continue its work for industry and the government. After ten years, they know when they have a good thing going. ■

The C3-S1

by Ohio Scientific

**Possibly the world's
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floppy disk based
microcomputer.**



Since its introduction in August, 1977, the Challenger III has gained tremendous acceptance in small business, educational and industrial development applications. Thousands of C3-S1's have been delivered and today hundreds of C3-S1 demonstrator units are set up at computer retailers around the country.

Why has the Challenger III become so successful in the fiercely competitive microcomputer industry? Here are just a few of the possible reasons.

- The Challenger III is the fastest microcomputer in BASIC (see "BASIC Timing Comparisons," *Kilobaud*, October, 1977, where Ohio Scientific out benchmarks all competitors).

- The Challenger III is the only computer system with a 6502A, 6800 and Z-80 offering the programmer all popular micros for maximum versatility.

- The C3 is backed by the largest base of systems level software for any microcomputer system including:

For the 6502A:

- Microsoft 6 and 9 Digit BASIC
- Assembler Editor
- Word Processor
- OS-65D Development DOS
- OS-65U End User DOS with Extended BASIC
- For Floppys
- Winchester Hard Disks
- Multi-users (Level 2)
- Distributed Processing (Level 3)

For the 6800:

- Floppy DOS
- Assembler Editor

For the Z-80:

- Floppy DOS
- Microsoft Disk Extended BASIC
- Microsoft FORTRAN
- Microsoft COBOL
- Macro Assembler and Editor
- And Much More

- The C3 supports OS-65U, the ultra high performance "virtual data memory" DOS for floppys and hard disks which makes complex file structures like multi-key ISAM easy to use.

- The C3 is backed by a large library of applications programs

and can make use of the tremendous amount of BASIC programs offered by independent suppliers and publishers because it uses Microsoft BASIC, the standard of the industry. Complete turnkey and custom business packages are available for the C3 from most OHIO SCIENTIFIC DEALERS.

- The C3 electronics and software are available in alternate mechanical configurations for special applications including the C3-OEM for volume users and the C3 letter series (C3-A, C3-B) which are optimized for use with hard disks.

- C3 systems are always delivered ready to use with 32K static RAM, dual floppys for 500K bytes of on-line storage and an RS-232 port strappable from 75 to 19,200 baud all *standard* in the minimum configuration.

- C3 systems offer the greatest expansion capability in the microcomputer industry. The C3 series supports OHIO SCIENTIFIC'S full line of over 40 expansion accessories. The maximum configuration is 768K bytes RAM, four 74 million byte Winchester hard disks (CD-74), 16 communications ports, real time clock, line printer, Word Processing printer and numerous control interfaces.

- C3 systems have phenomenal performance-to-cost ratios. The C3-S1 base price with 32K RAM, dual floppys, RS-232 port complete with 8K BASIC and DOS is under \$3600 and expansion accessories are comparably priced. For example, the CD-74, 74 million byte Winchester disk complete with interface and OS-65U operating system at about \$6000.

The C3 series is quite possibly so successful because it offers the highest hardware performance, best software support, most versatility and greatest expandability in the microcomputer systems market at nearly the lowest price in the industry.

For more information, contact your local OHIO SCIENTIFIC DEALER or the factory at (216) 562-3101.

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Attention, Chess Buffs!

Korchnoi and Karpov worried about opponent strategies being smuggled into their matches. Lucky for each of them that his opponent didn't have this article up his sleeve.

Tom Orr
249 Juanita Way
Placentia CA 92670

Every serious chess player has a repertoire of chess openings and defenses ready to play. The player usually builds up his repertoire by consulting the many books on chess openings and selecting the ones that suit his style of play.

My method of reviewing openings was to cover the listing of an opening with a piece of paper, which I slid down to reveal only one move at a time. While following the opening on my chessboard, I would make each move, attempting to guess the proper book move.

However, there was a disadvantage to this method. When my guess was incorrect, I would find the correct move as soon as I slid the paper down. What I needed was a method to determine an incorrect guess without displaying the correct move. This would make me

		Black							
8	18	28	38	48	58	68	78	88	
7	17	27	37	47	57	67	77	87	
6	16	26	36	46	56	66	76	86	
5	15	25	35	45	55	65	75	85	
4	14	24	34	44	54	64	74	84	
3	13	23	33	43	53	63	73	83	
2	12	22	32	42	52	62	72	82	
1	11	21	31	41	51	61	71	81	
	1	2	3	4	5	6	7	8	White

Fig. 1. International correspondence chess notation.

analyze the chessboard position more closely and also reinforce the correct move when I

determined it.

The ideal way to learn is from a chess instructor making

the opponent's move and telling you when your move is incorrect. Lacking a 24-hour-a-day chess instructor, I decided to make my Radio Shack TRS-80 computer my chess-opening instructor.

The Program

The program is written in Radio Shack's Level I BASIC but should be adaptable to other BASICs. By changing statements 20 and 40, the computer will play either the white or black pieces, allowing the operator to play both positions of openings he is likely to use.

When an error is made, the computer prints "WRONG, TRY AGAIN" and gives the operator another chance. If, after five tries, the operator still has not guessed correctly, the computer responds with the correct move. The program keeps record of the number of errors and rewards flawless performance with "VERY GOOD."

I used international correspondence chess notation for


```

READY
>LIST
4 REM CLEAR SCREEN
5 CLS
10 PRINT "CHESS OPENING PROGRAM"
15 REM ENTER IF PLAYER IS WHITE OR BLACK
20 PRINT "YOU ARE BLACK"
30 REM IF COMPUTER IS WHITE LET P = 1
40 P = 1
50 E = 0: G = 0: N = 0
51 W = 0: B = 0
60 READ W, B
70 IF W = 7777 THEN 420
80 IF B = 7777 THEN 420
90 IF W = 8888 THEN 440
100 IF B = 8888 THEN 440
110 IF W = 9999 THEN 460
120 IF B = 9999 THEN 460
130 N = N + 1
140 PRINT N: " ";
150 IF P = 1 THEN 290
160 INPUT M
170 IF M <> W THEN 220
180 G = 0
190 PRINT TAB(20); "CORRECT"
200 PRINT " "; B
210 GOTO 60
220 E = E + 1
230 G = G + 1
240 IF G = 5 THEN 270
250 PRINT TAB(20); "WRONG, TRY AGAIN"
260 GOTO 160
270 PRINT "THE CORRECT MOVE IS "; W
275 G = 0
280 GOTO 200
290 PRINT W
300 INPUT " "; M
310 IF M <> B THEN 350
320 PRINT TAB(20); "CORRECT"
330 G = 0
340 GOTO 60
350 E = E + 1
360 G = G + 1
370 IF G = 5 THEN 400
380 PRINT TAB(20); "WRONG, TRY AGAIN"
390 GOTO 300
400 PRINT "THE CORRECT MOVE IS "; B
405 G = 0
410 GOTO 60
420 PRINT "WHITE IS BETTER"
430 GOTO 470
440 PRINT "EQUAL GAME"
450 GOTO 470
460 PRINT "BLACK IS BETTER"
470 PRINT "YOU MADE "; E; "ERRORS"
480 IF E = 0 THEN 540
485 PRINT
490 PRINT "NAJDORF SICILIAN—FROM MCO PAGE 150 COL 8"
495 PRINT
500 PRINT "TYPE RUN TO GO AGAIN OR"
510 PRINT "TYPE CLOAD TO LOAD THE NEXT OPENING"
515 PRINT
520 PRINT "THANK YOU AND GOOD LUCK IN CHESS"
530 END
540 PRINT "VERY GOOD"
550 GOTO 485
600 DATA 5254,3735,7163,4746,4244,3544,6344,7866,2133,1716
601 DATA 3175,5756,6264,4826,4142,2622,4423,2847,7566,7766
602 DATA 6152,8785,5171,2213,1141,6857,7181,4735,5263,1817
603 DATA 2335,1335,8888,8888

```

Program listing.

the moves (see Fig. 1). The reasons are as follows.

1. Ambiguous moves are eliminated. There is no conflict between moves such as R1-B5 and KR-B5, as can happen with English descriptive chess notation. If the moves in the program were written in descriptive notation, the operator would have to enter them exactly as written or the computer would classify them as errors.

2. Simple BASIC language programs, such as that used in the TRS-80, cannot compare strings.

This form of notation is widely used in international correspondence chess where a language barrier concerning the names and positions of the pieces might occur. If your computer can compare strings and you prefer descriptive or algebraic notation, you can easily convert the program.

At the end of each program, the computer prints out the chess opening's name and the chess book reference from where it was taken (this helps in case more investigation is necessary). If the reference book

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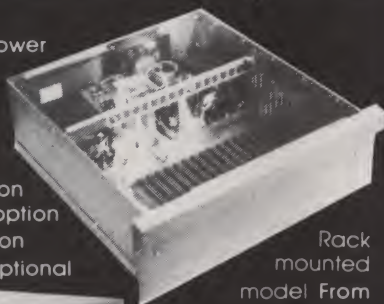
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indicates that white or black has an advantage, or the game is equal at the end of the opening, I enter 7777, 8888 or 9999 for the last two moves. The program translates these numbers to "WHITE IS BETTER," "EQUAL GAME" or "BLACK IS BETTER," respectively.

Once the program is entered, it is necessary only to change the DATA statements (600 and above) to enter the moves and program statements 20 and 40 to determine whether the computer plays the white or black pieces. I then record the opening on cassette tape. I generally alternate my favorite white and black openings on a cassette. This forces me to do a lit-

tle more thinking and reinforces the principles of the opening in my mind.

When I am playing the black pieces, I like to use the Najdorf version of the Sicilian Defense against white's 1. P-K4 (see sample program). The moves for this opening are entered at the DATA statements starting at 600. In my reference book this version is classified as an equal game for both players, hence the 8888 as the last two moves.

So, get out your chess-opening books, translate the openings you like into international correspondence notation and let your computer be your chess-opening instructor. ■

CHESS OPENING PROGRAM YOU ARE BLACK

1 . 5254 ?3735	
2 . 7163 ?4746	CORRECT
3 . 4244 ?3544	CORRECT
4 . 6344 ?7866	CORRECT
5 . 2133 ?1716	CORRECT
6 . 3175 ?5756	CORRECT
7 . 6264 ?4826	CORRECT
8 . 4142 ?2622	CORRECT
9 . 4423 ?2847	CORRECT
10 . 7566 ?4766	WRONG, TRY AGAIN
?7766	CORRECT
11 . 6152 ?8785	CORRECT
12 . 5171 ?2213	CORRECT
13 . 1141 ?6857	CORRECT
14 . 7181 ?4735	CORRECT
15 . 5263 ?1817	CORRECT
16 . 2335 ?1335	CORRECT

EQUAL GAME
YOU MADE 1 ERRORS

NAJDORF SICILIAN—FROM MCO PAGE 150 COL 8

TYPE RUN TO GO AGAIN OR
TYPE CLOAD FOR THE NEXT OPENING

THANK YOU AND GOOD LUCK IN CHESS

READY
>-

Sample program run.



Specifications:

S-100 compatible. MFM encoding, 35 tracks with ten 512-byte sectors per track. 179,200 bytes on double density SA-400 and North Star BASIC, DOS, and Monitor included.

For further information, write for full color catalog or contact your local computer store.

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North Star BASIC and DOS have been upgraded to accommodate the increased capacity and yet run existing programs with little or no change. The new disk system also supports single

density, so existing single density diskettes can still be used. Single density SA-400 drives previously purchased with North Star systems can also be used.

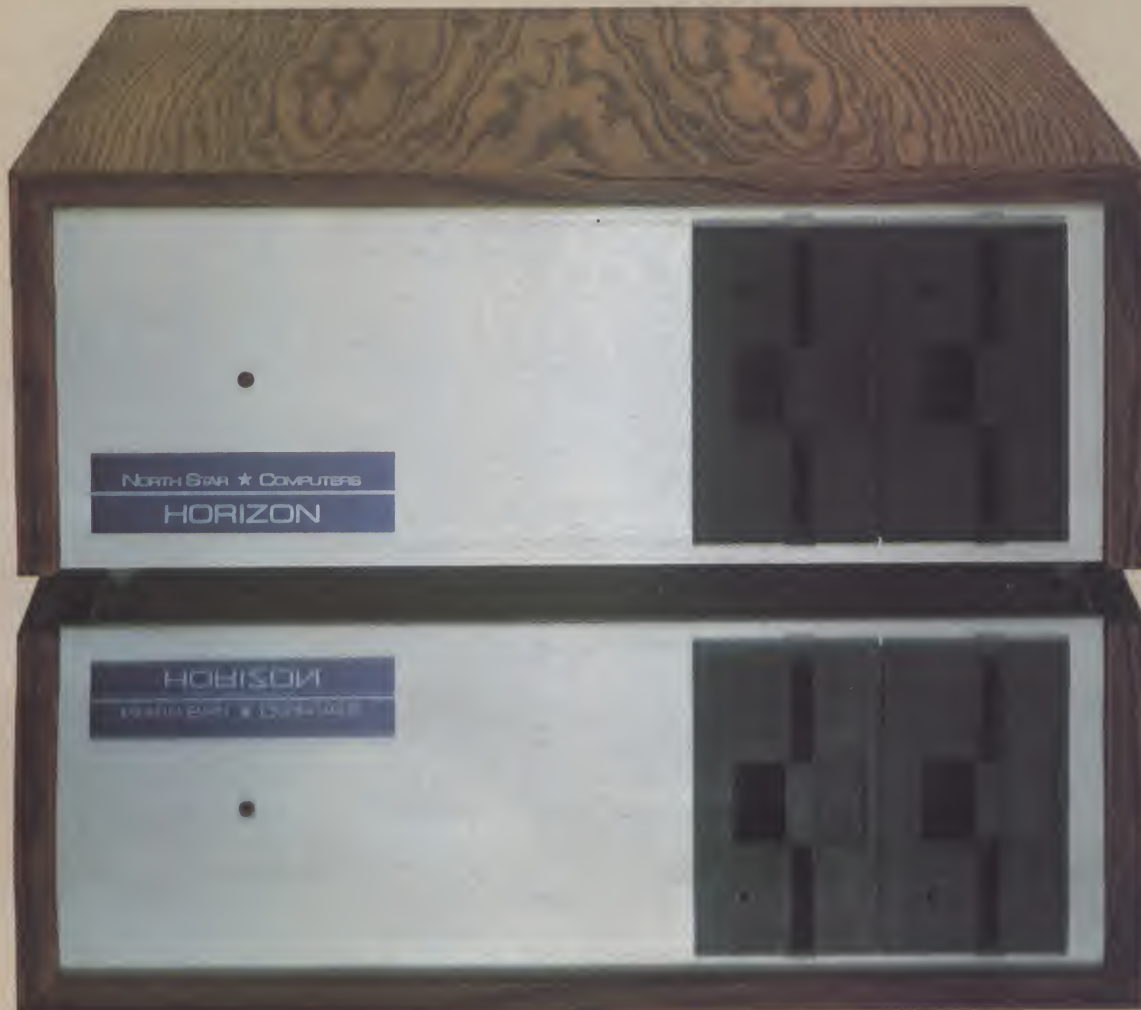
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HORIZON with one double density SA-400 minifloppy (180K bytes), 16K RAM, Z80A processor and serial I/O port: \$1599 kit, \$1899 assembled.

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MINIDOS-PLUSX: An easy to use DOS for the small computing system. Supports up to 31 named files. Available on ROM or diskette complete with source listing. \$39.95

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STRUBAL™: A STRUctured BASic Language Compiler for the serious professional programmer. Includes elements of BASIC, PL/M, and assembly language. Features 10-digit floating point, strings, scientific functions, and 2-dimensional arrays. Requires 16K RAM memory and LINKING LOADER (see below). Complete with RUN-TIME and FLOATING POINT packages. \$99.95

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Contest!

It was the best of times. It was a year for contests—and our “best article of the month” contest concludes its first year of existence with this issue. However, we’ll start all over again with the next issue, so keep your voting judgement keen. You’ll need it now because it’s time to vote for the best article of the past year.

Please survey the list of winners and vote for the *one* that, in your opinion, is the best. Use whatever criteria you wish, and vote for only one article. We’ll tabulate the ballots we receive, and the author of the article receiving the most votes will win \$500. Then we’ll throw all the ballots into a bin, mix them up and pull out one. Winner in that drawing will receive a lifetime subscription to *Kilobaud*.

The deadline for balloting is January 1, 1979; all votes received after that date will be invalidated. The winner will be announced in the March 1979 issue.

Before we list the year’s winners, we want to congratulate R. M. Law and D. C. Mitchell, authors of September 1978’s winning article: “(Con)text Editor.”

Following is the list. To vote, turn to the reader-service card at the back of the magazine. In the proper space, enter the month in which your choice for best article appeared (remember: only one vote). While you’re on the reader-service card, don’t forget to vote also, in the space provided, for the best article in this month’s issue.

Thanks for your participation in this contest. Keep voting.

“3D Computer Graphics,” Artwick, Oct 77, p. 50

“Build the \$35 Modem,” Lange, Nov 77, p. 94

“File Structures Simplified,” Yulke, Dec 77, p. 106

“The TRS-80: how does it stack up?” Juge, Jan 78, p. 44

“Interfacing Tips,” Boyd, Feb 78, p. 72

“Build the ‘Simple Computer,’” Whipple, Mar 78, p. 16

“CP/M Printer,” Stewart, Apr 78, p. 30

“PET’s First Report Card,” Wells, May 78, p. 22

“8080, Z-80 or 8085,” Slater, Jun 78, p. 52

“Compatibility and the Altair Bus,” Fuller, Jul 78, p. 100

“DOCUFORM,” Fitchhorn, Aug 78, p. 22

“(Con)text Editor,” Law, Mitchell, Sep 78, p. 22



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APP-27-H

✓ Reader Service—see page 147

The Ups and Downs of Business

Computer lib means getting the computer out of "housekeeping" and into business.

Jim Wright
Box 8348
Coral Springs FL 33065

Would you let a computer make your business decisions for you?

Why not? Chances are that as a reader of business-applications articles in *Kilobaud* you have, or are contemplating purchasing, a computer system for

your business. The odds are even greater that the computer will be used for payroll, accounting, inventory, record keeping or other clerical-type activities.

How many of you have considered using your computer as a decision-making tool? Please don't misunderstand me; I am not demeaning the computer's clerical expertise and cost effectiveness. I do believe, however, that a computer's capabilities are not fully utilized when

the computer is relegated to performing only "housekeeping" functions.

Every businessperson has to make many decisions daily. "Should I hire more people? ... Do we need to deplete or build up inventory levels? ... Is it the right time to invest in new or added capital equipment? ... Should we extend our bank credit?" While I agree that your computer cannot make all of these decisions for you, it can be your invaluable staff assistant able to quickly absorb large amounts of data and convert it into information to assist you in your decision-making process.

Before continuing on and describing one area where the computer can be very helpful in converting your firm's data into information to help you evaluate your decision alternatives, let's see how well you currently make decisions on typical business problems.

The accompanying business decision-making quiz will present you with four different scenarios. Each scenario requires you to make Yes or No decisions. Your company's profile is given below to provide you with a little background.

In order to gain the most from the following, please take

a few minutes to think through each scenario and decision shown at the left. Make each decision as though *you* are running the company and your salary is based on a percentage of the company's profits. (If you don't want anyone to see your answers, jot them down on a piece of scrap paper, but be sure to answer each decision.)

Company Profile

You are running a company that manufactures an appliance-type product. Your company has two competitors who are selling nearly identical products. Your market share is about 40 percent and has been very stable because your competitors' products are priced about the same as yours, and their new products are introduced right after your new-product announcements. Historically, your company's sales growth has been two to three times the economy's rate of growth. Now, back to the quiz.

Before you start to argue about the answers, let's review the same four scenarios and decisions, but this time with some added information. This new information is the ability to look into the future (i.e., forecast).

Fig. 1 shows your company's

Decision-Making Quiz

- A. Business is at an all-time high, and things just couldn't be better. Would you:
- | | | |
|---|-----|----|
| 1. Build up inventory levels? | Yes | No |
| 2. Place a freeze on hiring? | Yes | No |
| 3. Buy the new machines you have had in your expansion plans? | Yes | No |
- B. Business has been sluggish lately, but sales are still well ahead of last year's. In fact, to keep up with the business level, you have had to subcontract some of your work because you are operating at your plant's capacity. Would you:
- | | | |
|---|-----|----|
| 1. Begin to reduce your work force? | Yes | No |
| 2. Convert part of your plant to produce a new product? | Yes | No |
- C. Business has started to decline and appears to be going down even further. You have just had to reduce your work force. Would you authorize commencement on an 18-month construction project for added plant capacity?
- | | |
|-----|----|
| Yes | No |
|-----|----|
- D. Business has been declining for 12 months. Sales are below last year's level. Would you:
- | | | |
|---|-----|----|
| 1. Start to rehire people you had to lay off four months ago? | Yes | No |
| 2. Sell off excess inventory at a slight loss? | Yes | No |
| 3. Plan to open a new distribution center in the next six to nine months? | Yes | No |

The answers are: A (1) No; A (2) Yes; A (3) No; B (1) Yes; B (2) No; C Yes; D (1) Yes; D (2) No; D (3) Yes.

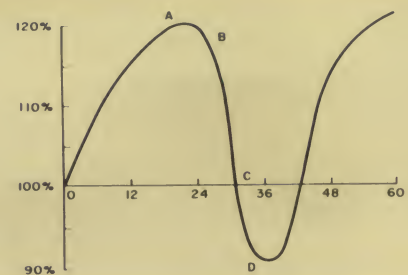


Fig. 1.

business growth rate over the time period of all four scenarios. The time scale in Fig. 1 is in months. The graph is interpreted as follows: Time $t=0$ shows 100 percent. This means that sales in that month were exactly the same as sales were one year earlier. At $t=12$ sales were 115 percent of the sales at $t=0$; at $t=24$ sales were 120 percent of the sales at $t=12$; at $t=36$ sales were only 90 percent of the sales at $t=24$; etc.

If we assume that sales at $t=0$ were 1000 units, we could convert the above percentages to units. Unit sales at $t=0, 12, 24, 36$ and 48 would be, respectively, 1000, 1150, 1380, 1242 and 1428. The A, B, C and D points in Fig. 1 show the time at each of the scenarios.

Now that you have the information in Fig. 1, would you still make the same decisions as before, or are there any that you would change? Armed with this business forecast, let's review the correct answers.

Scenario A is near $t=24$. Business is indeed at an all-time high; however, look what is ahead—a business slump! Certainly this is no time to be building inventory levels or hiring more people. Also, there is no need to purchase any expansion equipment (unless it has a two-year lead time).

Scenario B is a period in which business is above plant capacity; but again, your business is headed for a rough next year. This is the time to start cutting back on marginal workers and begin preparing for the downturn that is to come. Remember, you can still use your subcontractors to maintain output until the downturn dictates a cutback on outside support. Spending capital to convert your plant to manufacture a new product should probably be postponed for nine to 12 months as sales will be declining and the added overhead costs of plant conversion will be a drain on profits (and your salary).

Note, however, that if the new product has significantly lower product costs, it is possible that the plant conversion

costs and an increase in per-unit profits could be covered in a lower per unit manufacturing cost. If this was your analysis, a Yes answer to B (2) is accepted.

Scenario C is typically a period of panic and drastic cost-cutting. Business has been sliding and sales are just barely keeping up with last year's level. Because most companies were still building inventories and adding new equipment at A, they are now

facing a severe profit squeeze. This is typically "solved" by cutting back on all costs. As the business is "uncertain" most business people elect not to spend money on a long-term construction project.

Once again, look out 18 months on the sales forecast (around $t=48$). We see that business is again very strong; in fact, sales will be above the best level you ever had at $t=24$ (1380). If you do not begin con-

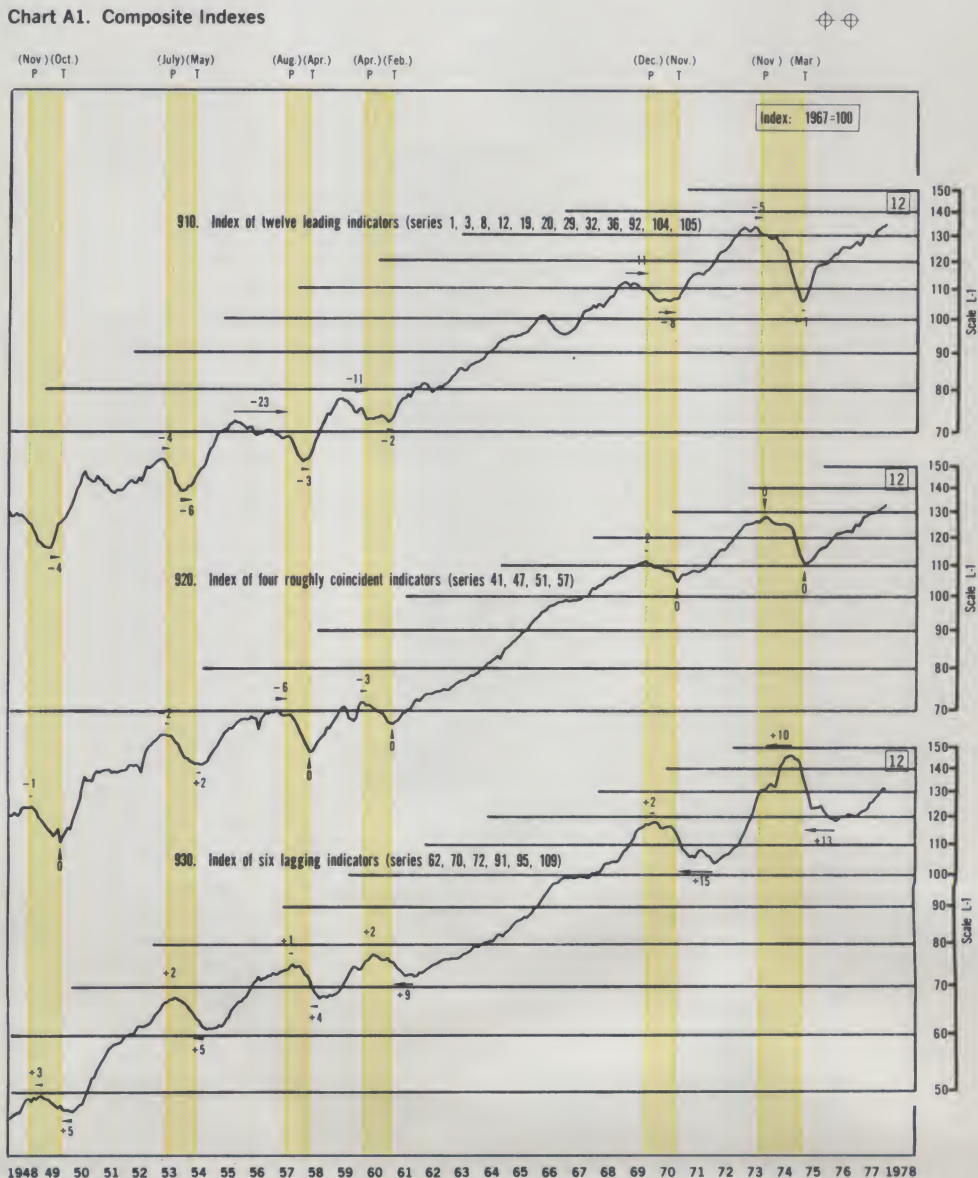
struction at C you will have insufficient capacity to handle this growth period.

By the time a company reaches scenario D it is usually willing to sell off "excess" inventory below cost just to maintain cash flow to pay the bills. Typically, survival is the only concern at this point. But with our sales forecast graph we see that everything is uphill from D. Now is the time to get back those people just laid off. (The

I CYCLICAL INDICATORS

A COMPOSITE INDEXES AND THEIR COMPONENTS

Chart A1. Composite Indexes



last people you had to let go were probably excellent workers and will be sought by others as soon as the turnaround begins.)

You will also be needing your inventories for the upcoming growth period so don't sell them off, especially at a loss. Also, as sales in a year will be at a new all-time high, now is the time to plan for that new distribution center to handle the expected growth.

If you initially made all the correct decisions, you have an excellent grasp of the business-cycle phenomenon (or are a lucky guesser). In either case you have maximized your salary! If you made most decisions incorrectly the first time don't feel bad; you are probably in the majority.

Most business people do not consider the impact of the business cycle in making decisions. Most business decisions are based on an extension of what has happened in the near past (i.e., the last six to 12 months). The turning points associated with a business cycle, therefore, are usually "overrun" in making decisions. It is typically six to 12 months before "corrective actions" are taken.

I suspect that most of you, after using Fig. 1, found it much easier to make the correct decisions in each scenario. How then can you create a business-cycle graph for your own firm and use it to improve your decision making? The remainder of this article will describe the business cycle and discuss one

method of using your computer to analyze your firm's business history so you will be in a better position to forecast your firm's future activities and make more profitable decisions.

The Business Cycle

The National Bureau of Economic Research (NBER) defines business cycles as "expansions occurring at about the same time in many economic activities, followed by similarly general recessions, contractions and revivals which merge into the expansion phase of the next cycle." NBER has dated the peaks and troughs of business cycles since 1854. During this time there were 28 complete cycles averaging about 33 months of expansion (i.e., trough to peak) and 19 months of contraction (i.e., peak to trough).

Although the term cycle creates an image of a regular pattern, the business cycle, unfortunately, does not have a consistent time period. Cycles have been as short as 28 months (March 1919—July 1921) and have extended out to 117 months (February 1961—November 1970).

Each peak and trough represents a "turning point." This is a point at which the general direction of a business or economy changes direction. Turning points, as we saw in the previous scenarios, can be of prime importance in making business decisions.

Fig. 2 is from the Department of Commerce's *Business Conditions Digest*. It shows the



Fig. 3a. Pressure curve using raw data.

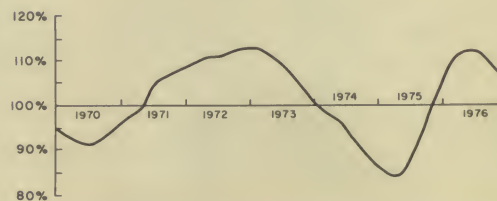


Fig. 3b. Pressure curve using averaged data.

leading, coincident and lagging indicators from 1948 to present. Also shown in the shaded area are NBER's defined recession periods (peak to troughs). These indicators will provide an idea of the general cyclical nature of the economy.

Because turning points are several years apart we tend to forget or ignore their existence. This is especially true during periods of expansion. Most business people want to believe that growth will continue ad infinitum. There is always a reluctance to forecast a downturn, especially when you have to tell this to your boss. Even though turning points may be unpopular, they are a fact of business life. As NBER has documented, business cycles have been around for many years, and they are likely to continue to be around for years to come.

While NBER's definition describes the business cycle of the general economy, each firm in the economy has its own business cycle. Many firms such as auto-makers tend to follow the economy's direction very closely. Others may be totally out of phase with the economic cycle (e.g., unemployment compensation offices). Still others may have a small sales variation due to the business-cycle effect. These firms such as staple food suppliers may find that the business cycle has very little

impact on their sales and can be ignored.

The point to be made is that you should understand the impact of the business cycle on your firm (or product lines within a firm) and then relate this to the general economy. Do not assume that the firm's cycle will follow that of the economy; check it out.

The Pressure Curve

One method to visualize a firm's business cycle is by using a "pressure curve." Pressure curves are an excellent method as they depict the rate of change of growth. While a raw data series will also show the effect of a business cycle, it will be masked by the seasonal, trend and irregular factors that are contained in a raw data series.

A pressure curve as shown in Fig. 1 is a graph of the ratio of sales (or any other variable) in a particular period compared to sales in some previous period. Normally in analyzing a business, the time period is monthly and the comparison is to the same month a year earlier (e.g., June 1971 to June 1970).

Because most businesses have seasonal and irregular fluctuations in their monthly data, the historic data series is first averaged. This averaging will smooth the raw data such that the resulting pressure curve will appear as a con-

	Raw Data	Sum	12mma (Sum/12)
1970	J 52153		
	F 52468		
	M 52250		
	A 51120		
	M 52586		
	J 52910		
	Jl 52718		
	A 51734	625211	52101
	S 52547	627489	52291
	O 50552	630263	52522
	N 50267		
	D 53906		
1971	J 54431		
	F 55242		

Table 1.

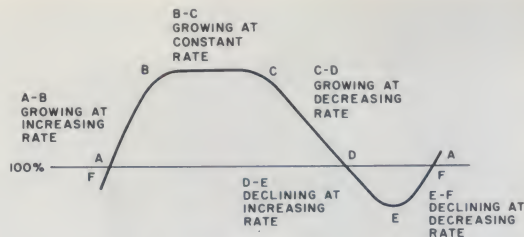


Fig. 4. Pressure curve periods.

tinuous line rather than a series of jagged lines connected together (see Fig. 3).

The traditional pressure curve is a "12/12 pressure curve." A 12/12 pressure curve first uses a 12-month moving average to smooth the raw data. It then compares each month of the averaged series to the data 12 months earlier.

Other pressure curves used are 1/12, 4/4 and 1/4. These are, respectively, unaveraged (raw) monthly data compared to the same month a year earlier, four-quarter moving averaged data compared to the same quarter a year earlier and raw quarterly data compared to the same quarter a year earlier.

While the other pressure curves are easier to calculate (manually), they do not provide as smooth a curve as the 12/12 pressure curve. Fig. 3a is a 1/12 curve, and Fig. 3b is a 12/12 curve.

Table 1 shows how a 12-month moving average is calculated. The first 12 months of the raw data series (January 1970-December 1970) are added together and then divided by 12. The resultant 12-month moving average (12 mma) data point is normally shown as July 1970 in the 12 mma series. This would be known as a "centered" series (i.e., the 12 mma point is placed in the "center" of the series January 1970-December 1970). If you compare a firm's series to any economic series, a centered series should always be used.

Sometimes it is easier for someone to visualize a 12 mma series by placing the above calculated data point in December 1970. This can be easily understood as being the average of the past year's (12 months) sales. A series shown this way represents an "un-

centered" series.

The second point in the 12 mma series—August 1970 (centered)—is calculated by subtracting January 1970 from, and adding January 1971 to, the 12-month sum calculated above. This new "moving" sum is again divided by 12. The remaining points are calculated in the same manner (by dropping off one raw data point at the beginning and adding one to the end).

Note: In a 12 mma series there are 12 data points "lost." In a centered series six are at the beginning and six at the end.

Once the raw data series has been converted to a 12 mma series, the pressure points can be easily calculated. This is done by dividing each monthly data point in the 12 mma series by the data point for the same month one year earlier, (e.g., January 1973 12 mma point by January 1972 12 mma point).

This ratio is then multiplied by 100 to convert it to a percentage. Once all the pressure points have been calculated, they can be plotted to produce a pressure curve that will graphically depict the firm's cyclical nature.

Pressure-Curve Features

As pointed out in the description of the pressure curve in Fig. 1, pressure curves show the growth rate of a data series. From observation of a pressure curve you can easily tell if a particular data series is growing or declining and if it is at an increasing, constant or decreasing rate (see Fig. 4).

Another characteristic of the pressure curve is that it also shows the annual growth rates and their pattern. The July points in a centered series (December points in uncentered series) represent the annual growth rate of a firm. This can be easily seen by recalling that these pressure points are calculated by comparing the 12-month sums of two consecutive years.

By looking at the "axis" line of a pressure curve you can analyze the overall long-term trend of a firm (is the firm growing at a constant rate, an increasing rate or a declining rate?). To visualize this last statement consider a zero growth data series with each data point equal to 5120. Each point in the 12 mma series would also be 5120, and each pressure point would be 100 percent. This would result in a straight horizontal line at 100 on a pressure curve.

By going through similar calculations for constant growth, increasing growth and declining growth series, you will be able to see that these various long-term firm trends will show a straight line.

To determine the long-term trend, you can look at a pressure curve and mentally visualize a straight line running through its axis. If a more accurate depiction of the long-term trend is desired, the pressure curve can be analyzed using standard straight-line regression analysis. Fig. 5 shows various trends contained in pressure curves.

What Will Happen

Now that you have a method to visualize your firm's historic business cycle, how can you estimate its future shape and direction? Unfortunately, there is no simple answer. First you should carefully study the historic graph of the pressure curve over the past several business cycles looking for repeating patterns. Are the peak-to-peak cycles reasonably consistent in time? How many months are spent going from peak to trough, trough to peak, peak to the 100 percent line, peak to the "axis" line, etc.?

Through close examination of several past cycles, you should be able to construct a reasonable estimate of future activity. Remember, your main concern in using a pressure curve is to determine where you are in the current business cycle and how soon it will be before you are likely to encounter a turning point. Also, don't expect to pinpoint the exact timing of a turning point. Estimating a turning point within several months will still better equip you in making

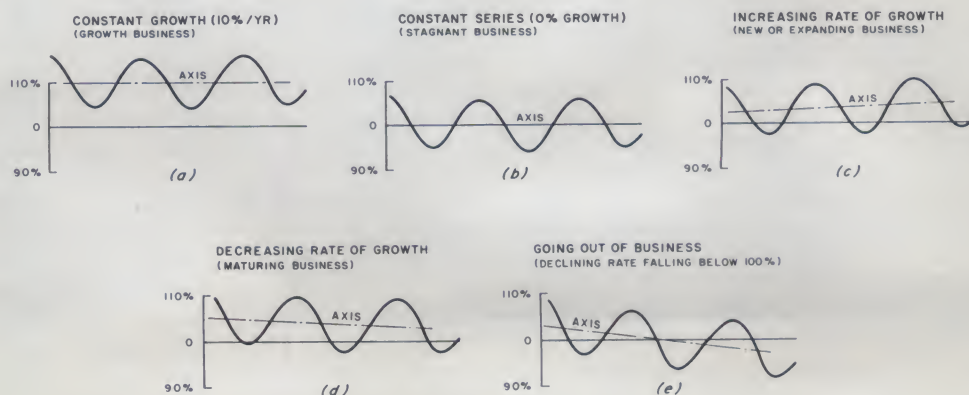


Fig. 5.


```

1 CLS
2 P.AT128:P.AT0;"ENTER 1)INPUT 2)MODIFY 3)DATA 4)12MMA 5)PRESSURE"
3 P.AT64;"6)GRAPH";
4 IN.A:IFA<5T.Z=A
5 ONAGOS.10,50,46,70,80,100;G.2
6 CLS:B=0:B$=ORIGINAL SERIES
12 IN;"INPUT FROM 1)KEYBOARD 2)TAPE";A:ONAG.14,40;G.12
14 IN;"TITLE(16 CHAR MAX)";A$;IN."# DATA POINTS(60MIN-120MAX)";E
15 IN;"1ST YEAR EG 1967";T:GOS.90:M=1:Y=T:Q=0
16 F.I=Q+1TOE
17 IFB>0T.52
18 P.AT0;"ENTER DATA FOR";M;Y;IN.A(I):IFM<12T.22
20 Y=Y+1:M=0
22 IFA(I)>9999T.26
24 GOS.95:M=M+1:A(E+I)=A(I):P.AT15:N.I:G.30
26 P.AT45;"MAX VALUE =9999";G.17
30 P.AT128;SAVE ON TAPE 1)YES 2)NO";IN.A:ONAG.32,39;G.30
32 IN;"REWIND TAPE PRESS PLAY/REC ENTER 1";A
34 P.#A$;" ";E;" ";T:F.J=0TOES.12
36 P.#A(1+J);" ";A(2+J);" ";A(3+J);" ";A(4+J);" ";A(5+J);" ";A(6+J)
37 P.#A(7+J);" ";A(8+J);" ";A(9+J);" ";A(10+J);" ";A(11+J);" ";A(12+J)
38 N.J
39 RET.
40 IN;"REWIND TAPE PRESS PLAY ENTER 1";A
42 IN.#A$,E,T:F.J=0TOES.12
43 IN.#A(1+J),A(2+J),A(3+J),A(4+J),A(5+J),A(6+J)
44 IN.#A(7+J),A(8+J),A(9+J),A(10+J),A(11+J),A(12+J)
45 N.J
46 B$=ORIGINAL SERIES
47 GOS.90
48 F.I=1TOE:GOS.95:A(E+I)=A(I):N.I:RET.
50 GOS.46:P.AT0;"1)CHANGE VALUE 2)ADD DATA";IN.A:ONAG.52,62;G.50
52 P.AT128:P.AT64:P.AT0;"ENTER YR,MO,NEW VALUE AS 67,3,6876"
53 IN.Y,M,V:IFY>100T.52
54 B=1:IFV>9999T.26
56 A((Y-(T-1900))*12+M)=V:IN."ANOTHER VALUE 1)YES 2)NO";A
58 ONAG.52,60;G.56
60 R=387:C=0:GOS.48;G.30
62 P.AT0;"HOW MANY NEW POINTS MAX =";120-E;IN.N:Q=E
64 E=E+N:GOS.91:R=387:C=0:F.I=1TOQ:GOS.95:N.I
65 I=INT(Q/12):M=INT((Q/12-I)*12+.1)+1
66 B=0:Y=T+I:GOS.16:RET.
70 F.I=FTOG:A(I)=-.321:N.I:B$=12 MO MOVING AVG
72 GOS.90:F.I=1TOE-11:F.J=ITOI+11
73 C=30
74 A(E+I+6)=A(E+I+6)+A(J)/12:N.J:N.I
76 F.I=E+7TOG-6:A(I)=(A(I)+A(I+1))/2:GOS.95:N.I
78 A(G-5)=-.321:RET.
80 IFZ<4T.GOS.70
82 B$=PRESSURE LEVELS
84 GOS.90:F.I=G-6TOE+19S:-1:A(I)=A(I)/A(I-12)*1000:N.I
86 F.I=FTOE+18:A(I)=-.321:N.I:C=30:R=451
87 F.I=E+19TOG-6:GOS.95:A(I)=A(I)/10:N.I:Z=0:RET.
90 R=387:C=0:CLS
91 F=E+1:G=2+E:P.AT264;A$,B$:A=1
92 F.I=323TO381S.5:P.ATI+1;A:A=A+1:N.I

```

ENTER 1)INPUT 2)MODIFY 3)DATA 4)12MMA 5)PRESSURE
6)GRAPH?

	RETAIL SALES					ORIGINAL SERIES						
	1	2	3	4	5	6	7	8	9	10	11	12
52	1170	1162	1259	1325	1421	1368	1325	1330	1348	1467	1385	1676
53	1290	1220	1381	1402	1452	1444	1425	1404	1395	1402	1383	1631
54	1221	1195	1341	1420	1412	1453	1426	1377	1401	1454	1440	1774
55	1315	1264	1457	1549	1533	1560	1526	1540	1577	1568	1575	1912
56	1373	1355	1572	1489	1611	1658	1538	1619	1558	1613	1649	1938
57	1474	1406	1579	1644	1721	1711	1686	1749	1637	1695	1713	1984
58	1529	1378	1555	1627	1736	1660	1660	1700	1633	1736	1704	2117
59	1623	1496	1719	1759	1860	1871	1833	1805	1757	1910	1764	2145
60	1631	1583	1742	1920	1855	1892	1807	1815	1790	1865	1839	2215
61	1582	1508	1794	1740	1854	1891	1793	1833	1816	1877	1923	2283

Photo 1.

```

93 F.J=1TOE/12+.99:P.ATI+1;T-1901+J;I=I+64:N.J:RET.
95 P.ATR+C;INT(A(I)+.5);C=C+5:IFC=60T.99
97 RET.
99 R=R+64:C=0:RET.
100 CLS:IN;"ENTER MAX & MIN SCALE VALUES EG 10000,0";H,L
101 A=T:S=1:P.AT202;A$,B$
103 IFH<100G.105
104 H=H/10:S=S*10:G.103
105 L=L/S
113 P.AT194;"X";S;P.AT256;H:P.AT896;L
115 F.I=963TO1020S.6:P.ATI;A;A=A+1:N.I
117 F.J=256TO832S.64:F.I=4TO58S.6
119 P.ATJ+I;" - - - - +";N.I:N.J
120 F.I=12TO43S.(6,I):S.(127,I):N.I
121 F.J=7TO127S.(J,43):S.(J,12):N.J
122 W=0
123 F.I=1TOE:P=(S*H-A(E+I))/(S*H-S*L)/30+13
125 IFA(E+I)=-.321G.144
126 IF(W=0)+(ABS(W-P)<1)+(A(E+I-1)=-.321)G.143
127 IFP<WG.129
128 F.J=W+1TOP:S.(I+6,J):N.J:G.143
129 F.K=W-1TOPS.-1:S.(I+7,K):N.K
143 S.(I+7,P)
144 W=P:N.I:RET.

```

Program listing.

decisions than if you give no consideration to the business cycle.

Another method used to forecast a firm's future cyclical activity is to review the business cycle patterns of economic, industrial or trade series and/or indices. There are a number of such series being forecast by various associations. Once you find a historic pattern that matches your firm's, you can use the forecasted numbers to create an extension to the historic series and, therefore, determine your firm's future direction.

In looking for a series that

matches your firm's, it is more important to find a *pattern* (i.e., peak/trough, trough/peak, etc., timings that coincide or, preferably, lead your firm's at the turning points). Do not be too concerned about the absolute values matching, but pay particular attention to the turning points.

There are two U.S. Department of Commerce publications that are very helpful in evaluating various series. The *Survey of Current Business* is a monthly publication (\$19 per year) that contains data on economic, commodity, construction, trade, labor, finance,

etc., series. Also published monthly is the *Business Conditions Digest* (\$40 per year). The BCD graphically provides many time series used in forecasting and cycle analysis.

These publications are in most business libraries or can be purchased through the Superintendent of Documents, U.S. Government Printing Office. As a supplement to the *Survey of Current Business*, DOC publishes *1975 Business Statistics* (\$6.80). This contains the historic series from 1947 to 1974 for those shown in the *Survey*. Although pressure curves provide annual growth data,

their main usefulness is in determining turning points. To forecast the quantitative levels of future business, other techniques such as regression, etc., should be used in conjunction with a pressure-curve analysis.

Application Program

This section will describe the program, which will calculate and graphically display pressure curves for up to 10 years of monthly data. This program was written in Radio Shack TRS-80 Level I BASIC and will run on 4K RAM. Note: While this program requires 2588 bytes as written, you should be

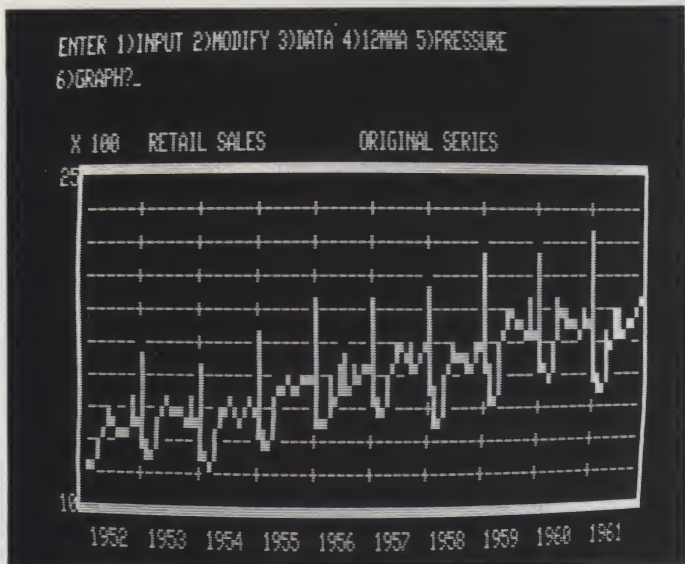


Photo 2.

ENTER 1)INPUT 2)MODIFY 3)DATA 4)12MMA 5)PRESSURE
6)GRAPH?..

	RETAIL SALES					PRESSURE LEVELS						
	1	2	3	4	5	6	7	8	9	10	11	12
52												
53						1036	1027	1020	1013	1009	1005	
54	1000	994	989	987	987	995	1005	1013	1020	1028	1036	1044
55	1050	1059	1070	1079	1086	1088	1086	1085	1085	1079	1072	1070
56	1066	1061	1052	1044	1040	1035	1033	1033	1029	1032	1038	1038
57	1040	1045	1049	1053	1054	1054	1053	1049	1046	1041	1034	1028
58	1021	1012	1005	1002	999	1000	1003	1007	1016	1024	1031	1040
59	1051	1060	1068	1074	1079	1078	1073	1070	1065	1062	1059	1051
60	1041	1034	1029	1022	1017	1018	1018	1013	1010	1002	995	994
61	994	994	995	996	997	997						

Photo 3.

careful when typing it into a TRS-80 with 4K, as almost all of the remaining 995 bytes of memory will be required to hold 10 years of data.

Since this program was written to analyze a number of data series, special emphasis was placed on creating a flexible input program that will allow the user to change data values or update a data series. The input routine also allows the user to store his data on tape or to read data from a tape.

The program is completely interactive and can be used even by those without special training. Each portion of the program will prompt the user to respond with his desired selection. Each section of the program provides the user with a table showing the original data input or the calculations just performed. While this table displays all data rounded to four figures, this is only for display purposes. All data is carried in the program to six significant figures.

Probably the most useful feature built into this program is its ability to draw a graph of the data shown in any of the tables. With the graphing routine the user can quickly determine the cyclical nature of his business. Photos 1-4 show the tables and graphs displayed through this program. At the top of each photo

you can see the program prompt given at the end of each completed task.

Statements 10-48 form the INPUT program. This subroutine prompts the user whether he wants to enter data from the keyboard or tape. If entry is from the keyboard, the user specifies the title, number of data points and the beginning year (statements 12-15). The program will then draw a table (subroutine 90) and prompt the user for the month-by-month data points (statements 16-26). As each point is received, it will be displayed in the table (subroutine 95).

To prevent table overflow, the maximum value allowed is 9999. If your data is larger than this (e.g., 3589763), each data point should be scaled by an appropriate factor of 10. The above data point would be entered as 3589.763.

Note: As the TRS-80 allows only six significant figures in Level I, the last three will be lost. For most series this should pose no problems. Statements 30-39 provide the user a method to save his data on tape. This can be done after the data has just been input or after data has been corrected/updated in the MODIFY subroutine. If the user chooses to enter data from tape, the program is directed to statements 40-48.

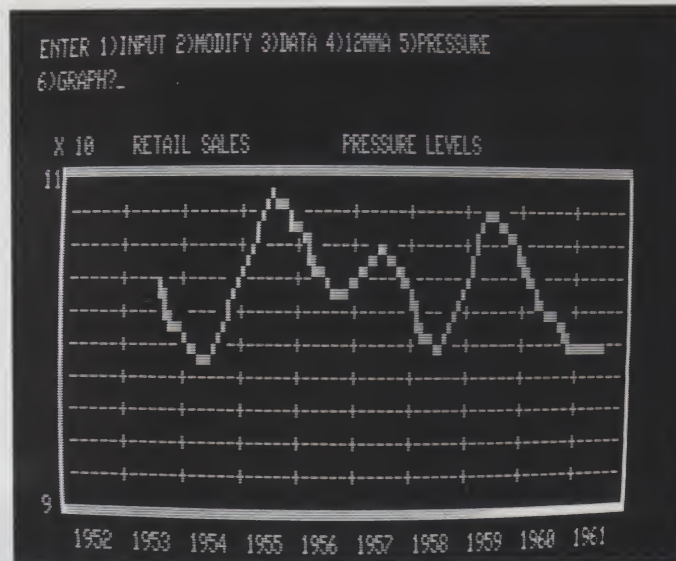


Photo 4.

Correcting any input errors or updating values in the data series can be accomplished in the editing or MODIFY subroutine. Statements 50-66 provide for this feature. When changing a value (or values), statements 52-58 will keep track of all new values and, after all editing is complete, will display the new values in the table (statement 60). The user then is asked if he wants to save the new data on tape.

When the table is updated (statements 62-66), the table is updated with each entry, just as in the input subroutine. The new table can also be saved on

tape.

The third program choice, DATA, will display the original series table without having to use the INPUT or MODIFY routines.

There are two computational subroutines, 12MMA and PRESSURE. Statements 70-80 calculate the 12 mma of the original series. This subroutine provides a refinement to the calculations shown in Table 1. This refinement is used to better center a series of even numbers (i.e., 12 months of data).

Looking at Table 1, you can see that the first data point,

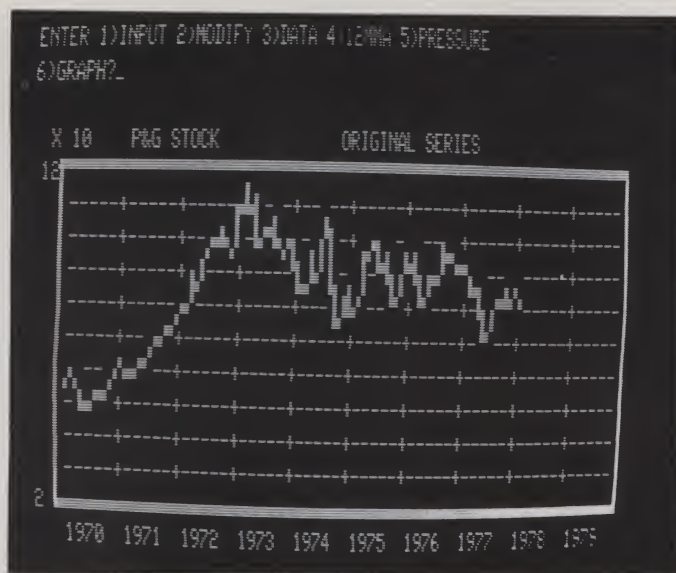


Photo 5.

52101, is "centered" midway between June and July, even though it is shown in July. To overcome this you can add 52101 and 52291 together and divide by 2. This new point is properly centered in July. Statement 76 provides this additional averaging.

Note: Since there are several loops involved in this 12MMA routine, the calculating time runs about one minute.

Statements 82-87 calculate the pressure points. In order to provide better definition in the table, the pressure points are displayed multiplied by 10 (e.g., a 100 percent point is shown as 1000). Again, this is for display

only; the value in the program is in terms of 100 percent. This is important to remember when you run the graph of the pressure curve. In both the 12MMA and PRESSURE routines, the "blank" values on the screen are filled with a dummy value, -.321, which is used in the graphing routine.

The 100 series statements provide the GRAPH command. To provide the most flexibility, the user is allowed to specify both the maximum and minimum point on the graph. Some care should be used when you pick these scales to make it easier to read values in between. There are 10 divisions

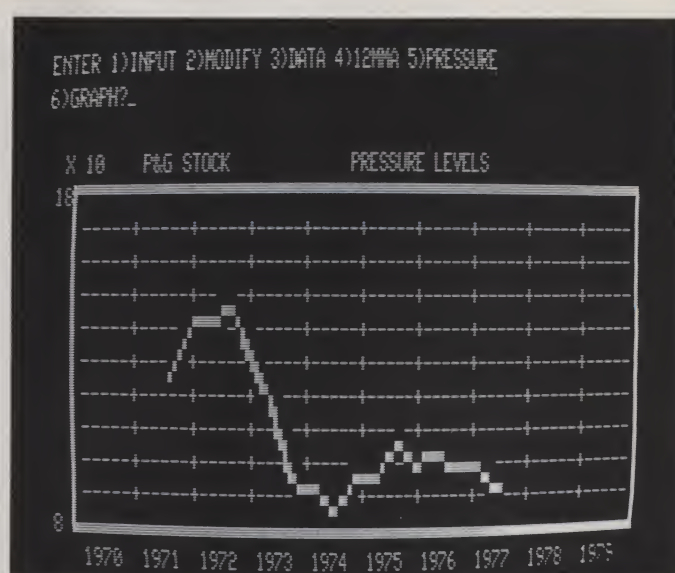


Photo 6.

on the graph; therefore, the difference between the high and low points divided by 10 should come out to an easily understood value.

In writing automatic scaling routines, I have found that the values 1, 2 and 5 or any multiple of 10 work very well. With the ability to set the high and low limits, it is easier to expand the pressure curve and observe the turning points.

The -.321 dummy value inserted in the 12MMA and PRESSURE routines is used in the graphing routine to skip over nonprinted values. This has the effect of starting the graph anywhere on the display

at the first valid data point.

Conclusion

This article presented one tool to help better understand the business cycle and its effect on a business. While the examples used were mainly sales related, a pressure curve can be used to analyze any type of data to look for cyclical effects. Photos 5 and 6 show how this program has been applied to a stock series to look for cyclical factors. Once a business cycle has been identified, you are in a better position to make decisions by knowing approximately where you are in the current cycle. ■

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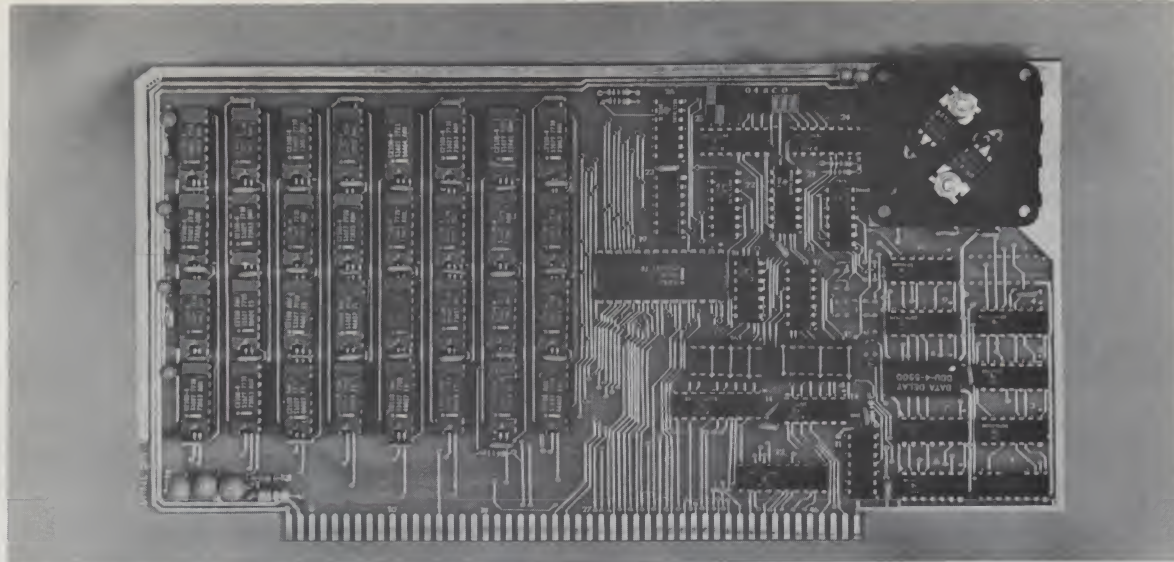
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BASIC Control of Servomechanisms

Computers control jumbo jets—why not model-airplane and other small motors?

Gary Sabot
38 Woodland Rd.
Roslyn NY 11576

Have you ever wanted to be able to control small motors with your computer, but

could not because you did not know how to use machine language? Well, if your BASIC has the OUT command (which sends a number to an output port), then your wish can come true.

This article will explain how

to interface the common three-wire model-airplane servo to your computer. You can purchase this type of servo either from a hobby shop or from Heathkit, which sells three different models for only \$26.95 each in kit form.

The model-airplane servo seems to be tailor-made for use in conjunction with a computer. First of all, it can be powered by a 5 V source and consumes little current. This means it can utilize the power supply of your computer. Second, it is digitally controlled by a TTL-compatible signal. Therefore, it can be easily interfaced with digital ICs. In addition, while a model-airplane servo is lightweight, usually under three ounces, it still packs a powerful punch, usually having at least four pounds of thrust. (See Photo 1.)

How the Servo Operates

As I have indicated, the servo is controlled by a TTL-compatible input line. The servo "looks" for a pulse train on this line. Depending on the width of each pulse, the servo adjusts its rotor's position. These pulses must be between one and two milliseconds long or the servo will do what is known as "stalling," which is damaging to the servo.

By carefully varying the width of these pulses, you can control the position of the servo's rotor. For example, if pulses one ms wide were fed into the servo, the rotor would turn to one extreme of its 90 degrees of rotation; if pulses two ms wide were fed in, the rotor would revolve to its other extreme. But it is not limited to just these two positions, since, by sending in pulses of a deter-

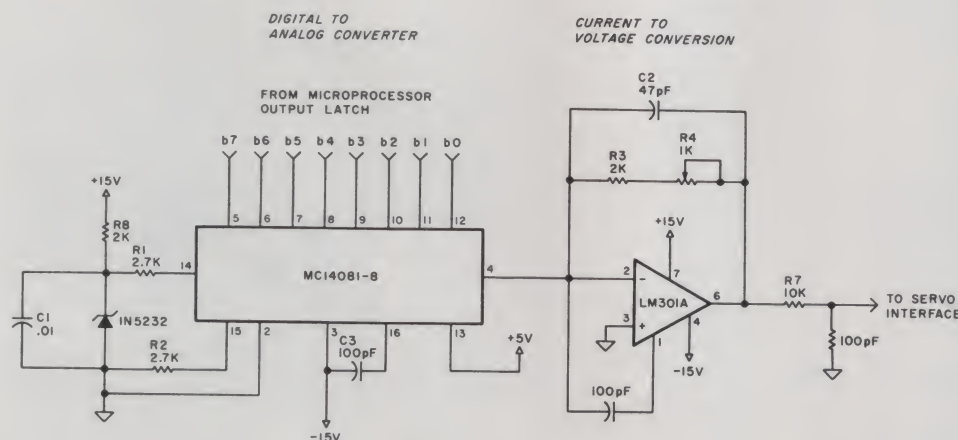


Fig. 1. Circuit diagram of a compatible DAC.



Photo 1. A typical servo. (Photos by Eric Parker)



Photo 2. Inner works of a servo.

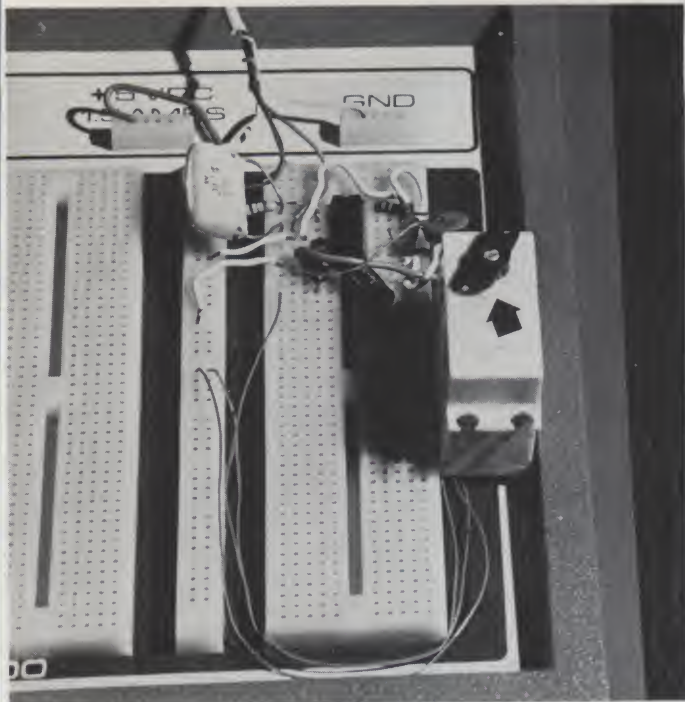


Photo 3a. This is the servo interface with 0 V being applied to its input. Notice arrow pointing to rotor.

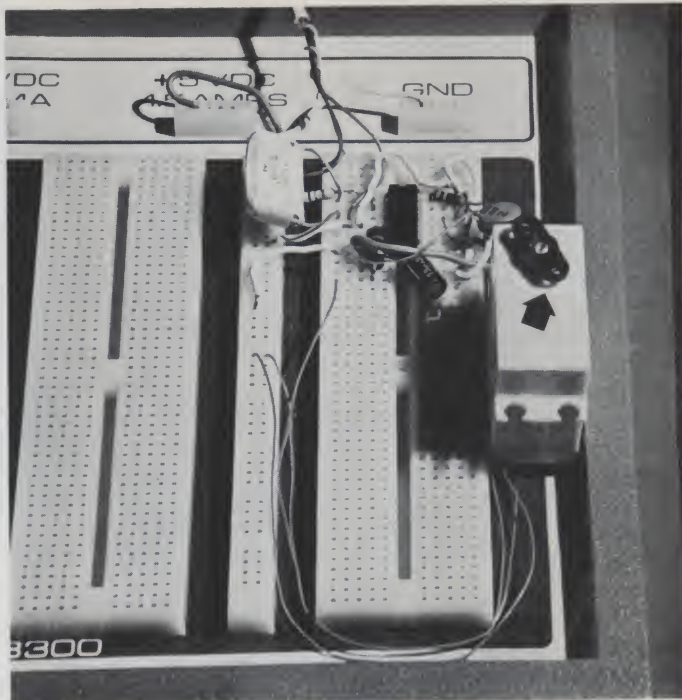


Photo 3b. Interface with 5 V being applied to its input. Arrow shows how rotor has moved.

mined width, we can place the servo's rotor at any point within its 90 degree range.

An important question now appears: How can a computer generate pulses of a desired width without resorting to machine-language timing routines? The answer: By using my circuit, of course!

Requirements of My Circuit

My circuit is controlled by an analog voltage between 0 and 5 V. This obviously means that your computer must have a digital-to-analog converter. If your computer is not equipped with a DAC, the circuit in Fig. 1 (which is taken from *The Best of Byte*, pg. 225) should, according to its specifications, work, although I have not personally built it and tested it with my circuit.

Circuit Description

IC1, the 556, contains two 555 timers. One of the timers is used to generate pulses at a rate the servo can accept. These pulses are then fed into the second timer, which is employed to modify their width. The width of the signal that emerges from the second timer is determined by the voltage it

receives at pin 3. By simply connecting your computer's DAC to this pin, your computer can control the pulse width and, therefore, the servo.

By the way, the values of the resistors and capacitors (see Fig. 2), which control the operation of the two timers, were not arrived at by slaving over the 555's applications notes. In fact, when I first designed this circuit I was using potentiometers (variable resistors) instead of fixed value resistors, and I simply adjusted them until the servo worked. I then measured the values of the potentiometers with a VOM (volt-Ohm meter).

The resultant readings gave me the values for the resistors shown in Fig. 2. If you have a similar type of servo, but it will only accept a nonstandard input, try replacing my resistors with potentiometers and fiddle with them until your servo works.

Construction and Calibration

Since there are so few parts in this circuit, just about any construction technique can be used, including perfboard, PC board and wire-wrapping. But whatever technique you use,

when you finish construction of the circuit the time has arrived to test it out. For testing purposes, instead of placing the output of the DAC at pin 3 of the 556, it is best to use a potentiometer. Put one end of the potentiometer at the ground of your computer's power supply; the other end at +5 V. Then place the potentiometer's wiper at pin 3. Assuming the servo is also connected, it is time for "The Smoke Test." (If it doesn't smoke, it's OK.)

Apply power to the circuit and move the potentiometer's knob back and forth. If the servo's rotor does not move in unison, try checking all of your wiring; then, if you cannot find

anything wrong with it, try recalibrating it, as described in the circuit description section.

The second step in the calibration of this circuit is centering the servo. Look through your servo's instruction manual and read the section on how to center the servo. Then attach the output of your DAC onto pin 3 of the 556. With everything powered up, have the computer send the number 127 to the DAC. Since the DAC converts the number sent to it to a proportional voltage between 0 and 5 V, this action will cause the DAC to output 2.5 V, the midpoint of its range. Now, center the servo according to the instructions in your servo's

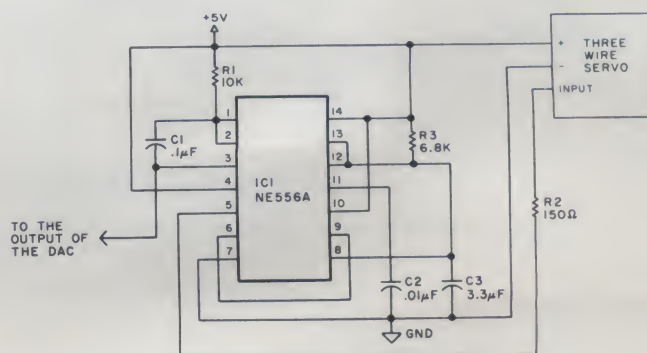
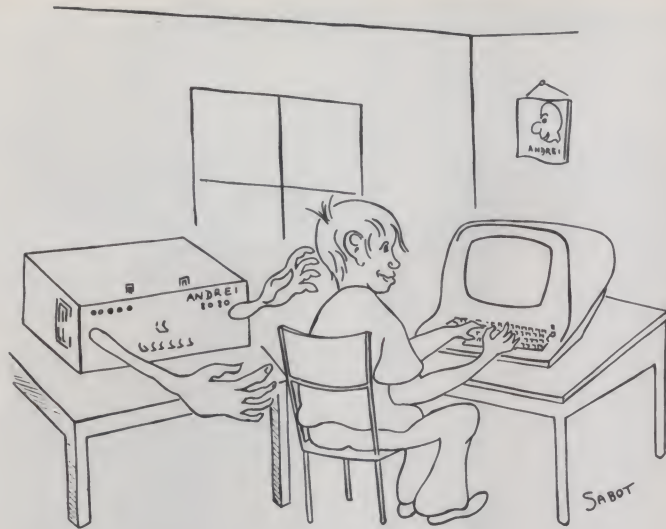


Fig. 2. Circuit diagram of servo interface.



Of course, there is a bad side to computer-controlled servos!

manual.

This completes the alignment section. Your computer can now control the servo. To control the position of the servo's rotor in a BASIC program, simply OUT a number from 0-255 to the DAC. The servo's rotor will automatically move to

the correct position.

Applications

If you have begun to tire of watching your computer twiddle its servos (ha ha!), then it is time to ponder some serious applications.

Since many potential uses

require more than one servo, that is one problem to be considered. A possible solution to this dilemma is to duplicate the entire circuit, DAC and all, for each servo to be controlled. While that is a good approach if you need only two or three servos, it quickly becomes a drain on your checking account for greater numbers.

A better idea might be to use another output port to select only one out of several servos to receive the pulses from my circuit. This will work because when a servo receives no pulses, its rotor is stationary. I'll leave the details of the design of such a circuit to all you geniuses out there.

Here is a list of some possible applications for a computer with servos.

1. An X-Y plotter.
2. Computer control of a typewriter. Two servos could position a solenoid over a typewriter key, and the solenoid would then strike the key. Although this would be unbearably slow (about two charac-

ters/second), it would work with any typewriter—not just IBM Selectrics, which can cost over \$1000.

3. Computer control of a tape recorder. With a servo, the computer could control its own tape recorder, instead of your having to attend to it. (Phi-Decks are nice anyhow.)

4. Computer control of household appliances. Simply have a servo flick the appropriate switch to turn the appliance on and off.

5. Computer telephone dialing. In a manner similar to that of controlling the typewriter, the computer could dial numbers on a push-button phone. (Just think of what you could do with this!)

6. Anything with knobs or buttons.

As you can see, there is practically an unlimited number of applications for a computer with muscle. If you think of a particularly interesting application, write it up and send it in to *Kilobaud* so we all can enjoy it. ■

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There Is a Better MIKBUG!

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Phil Hughes
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SWTBUG, a registered trademark of Southwest Technical Products Corporation, is a 1K ROM monitor program designed to be a MIKBUG-compatible improvement for 6800 users. It is compatible with software that uses up to 16 of the most common MIKBUG routines (see Table 1) and is an excellent improvement. The only hardware modification required to support SWTBUG is to connect address bit 9 from the old MIKBUG socket to address line 9 (previously, A9 of the MIKBUG socket was grounded in the SWTP MP-A processor board) and replace MIKBUG with SWTBUG.

MIKBUG Holdovers

For those not familiar with MIKBUG features, here are, briefly, those features which have been preserved with SWTBUG.

M—Memory Examine/Change. This routine allows you to display (and alter, if desired) any RAM location.

R—Register Dump. Displays the current contents of the pushdown stack. This contains the values that will be loaded into the registers if control is transferred to a user program via the G command.

G—Go to User's Program. Transfers control to a user's program by executing an RTI (return from interrupt) instruction.

P—ASCII Tape Punch. This command allows the user to write specified locations of

memory to cassette or paper tape for permanent storage.

L—Tape Loader Function. This command loads paper or cassette tapes created by the P command.

SWTBUG Commands

The new SWTBUG commands are as follows:

C—CT-1024 Clear Screen command. This command sends a CT-1024-compatible home-up and erase-to-end-of-frame sequence to the control terminal.

J—Jump to User's Program. This routine transfers control to the address entered following the J (e.g., J1234 jumps to location 1234) by means of a JMP instruction.

E—End of Tape. This command is an added convenience for those using the P command. The contents of location hex A048 and A049 (the stacked program counter) are punched on paper tape or cassette followed by an end-of-tape marker compatible with the load command.

O—Optional Port. This command allows the user to install the cassette interface unit on a different port than the control terminal. This allows the control terminal to operate at up to 9600 baud (using an MP-S interface) and still be able to read Kansas City Standard cassette tapes through the MP-C control interface. (Note that not all existing software will support the MP-S interface on port 1; but you have to give a little to go from 300 to 9600 baud.)

B—Software Breakpoints. This command allows the user to use a single command to

enter and remove breakpoints for debugging. This basic capability is available with MIKBUG, but requires much manual work to save old memory contents, enter an SWI (software interrupt instruction) and then remove it when it is no longer desired. The only restriction on the breakpoint command is that only one breakpoint may be active at a time.

D—Disk Bootstrap. For owners of the SWTP MF-68 disk system this command alone is worth the price of SWTBUG; the rest of us will hold out for the next command. Entering the single letter D causes a disk boot. What more can I say?

Z—Jump to PROM Program. For those of us who have to do some other kind of start-up sequence than D, above, Z causes a JMP to location C000.

F—Byte Search. This command allows you to search for a specified value in a byte within a specified address range. The addresses of all occurrences of this value are displayed.

Additionally, SWTBUG allows the user to vector SWI, IRQ and NMI interrupts to any location in memory, as well as use the character input and output (INEEE and OUTEEE) subroutines for I/O to any port configured with a serial (MP-S) or control (MP-C) interface. Patches are included for BLK-JAK and CO-RES to allow them to work with the MP-S interface on the control port. BASIC through Version 2.0 cannot be modified to work with the MP-S interface (well, SWTP says it can't, anyway).

SWTBUG comes with an amazing 33 pages of documentation, including full source listings and new versions of three diagnostics. I, for one, think it's a super deal. ■

SWTBUG PROM, \$19.95 postpaid, Southwest Technical Products Corp., 216 W. Rhapsody, San Antonio TX 78216.

LOAD19	- Load error
BADDR	- Input 4-digit hex number
BYTE	- Input 2-digit hex number
OUTCH	- Character output
INCH	- Character input
PDATA2	- String output
PDATA1	- String output
OUT2H	- Output 2 hex characters
OUT4HS	- Output 4 hex characters and a space
OUT2HS	- Output 2 hex characters and a space
START	- System initialization
CONTRL	- System reentry
MCLOFF	- Reader off sequence
MCL	- Carriage return, line feed, 3 nulls, a \$ and a 04 string
INEEE	- Character input
OUTEEE	- Character output

Table 1. MIKBUG-compatible routines in SWTBUG (at the same locations).

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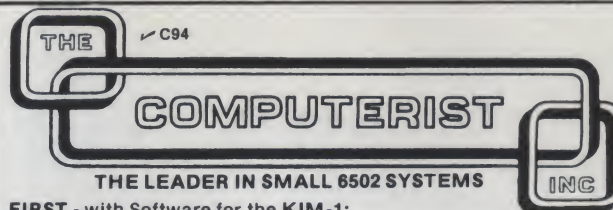
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How to Write Good Application Programs

This article shows a method of writing and documenting application programs... quite different from the way a hobbyist usually writes programs for his own use.

In the next few years we are going to see more and more small-business houses and firms using, or wanting to use, microcomputer systems, whose hardware costs are dropping lower and lower. This, in turn, will provide the computer hobbyist of today many chances to use his knowledge profitably. There is going to be a big demand for individuals who can write application software tailored to the needs of these small firms. So if we, present-day computer hobbyists, want to make use of these opportunities, then we should be able to write good programs. Well, what is a *good application program*, and how do we set about writing one?

What Makes a Good Program

The most important quality of a good program is that it works and works according to the given specifications. Don't rush off to write a program for someone after only the first meeting with the future user of the program. Do you fully

understand his requirements? Put what you have understood on paper and show it to the user for verification.

Make absolutely sure that what the user requires and your understanding are the same before you start anything else. The work of these few hours might later save you days of labor! It is much better than having to rewrite an entire program just because of a small misunderstanding between you and the user.

Once this is done, find out the major functions required to solve the user's problem. Take each of these major functions and find out the lesser functions that derive from them. Then for each of these lesser functions find out the functions of a still lower level. Continue this procedure until you come to really simple functions, which need not be broken down further.

During the above process, don't worry about how a function will be coded later—the important thing is to identify all

the functions required. This sort of designing is called *top-down design*.

A typical program might consist of three major functions: (1) input data, (2) process data, (3) output results. The first function itself might have to be further divided: (1) get data from the input device; (2) perform checks on the input data; (3) sort the input records. Now each of these could be broken down further; for example, the input-checking function itself would require a print function to indicate to the user that data had been input incorrectly.

Each function is put into a module. For documentation purposes make a chart, as shown in Fig. 1, showing the overall design. Then for each module show: (1) the inputs required (the inputs might be from some input device or data from other modules), (2) the main function of the module, (3) the name of the other modules called by this one, and (4) the output data (which again might be on output devices or passed

on as input data to other modules).

Now that you know *what* is the data required and sent out by each of the modules, see *how* the data is going to be transferred in between modules. If you are using simple BASIC interpreters, then this is not a problem. But if you want to use compilers or assemblers, then it is absolutely essential to know the design of the interfaces between the modules. Otherwise, the coding of the program cannot begin. So decide and put into writing how the *data is going to* come in and go out of each module.

Plan of Program Attack

Next, plan how the data is to be input and output to the I/O devices. Decide in which order the data is to be input and which variables can be entered on the same line; if BASIC is not being used then find out the length of each variable or how the variables are to be separated etc. Plan the layout of the

output. Show the user your ideas on the input and the output. These are the two areas in which he is directly concerned—so the design should also be according to his convenience.

It is surprising what a large portion of the program consists of input and output. It is better to get the user's approval right now so that later on when the program is written no major changes have to be made. Ask the user to take some old data and rearrange it in the new format. This will be used to check the program you will write. Then think of all the checks you

them for programs for your own use. Write simply (use your judgement to distinguish between a simple and a sloppy program)—if anything might not be obvious then explain it.

In any case, always use a lot of comments to explain what you are doing. If the speed of a program is really important (very often it is not), concentrate on speeding up those frequently used portions of the program rather than the entire program.

Make your program *flexible*. Suppose the payroll program that you are writing is for a firm

how the program is to be loaded, which loader is required or which version of BASIC is needed, how much memory or what configuration of peripherals is necessary, how the data is to be input, what is to be done in case of input errors, the meaning of all error messages—in short, all the *operating details to run the program*.

Now that the program has been checked and the operating manual is ready, run your program for some time with current data alongside whatever method the user utilized in the past and compare and

and the design of the input and output data (complete samples of the input and the output should be included).

5. Detailed flowcharts or other charts to show the workings of the program.

6. List of all the symbols used in the program along with their explicit meanings.

7. Source listings of the program. The comments in the program should make the program self-explanatory.

8. Cassettes or floppy disks or paper tapes containing the program.

9. Manual explaining how to run the program.

Keep a copy of everything you give to the user. It will help you to debug if problems crop up (and often bugs are detected after months); to help the user in case he loses something or if a floppy disk or a cassette tape gets damaged; to expand the program in the future; to *show your work to attract potential customers*. And if you are lazy, then you will soon notice that application programs of a particular type have a lot of similarity (i.e., most of the payrolls will have much in common). So why do all the hard work again and again when modifications to a working program will do the job?

Conclusion

Finally, it is a good practice to meet the user again (*without his asking you*) after some time to review the entire package. Find out if he has any difficulties—small changes in the input, some more output required or something in the operating manual not clear, for example—and try to help him. These changes will not take a long time as everything should still be fresh in your mind (if it is not then see your documentation before meeting the user). After making the changes do not forget to update the documentation. All this will help you find out the sort of problems a user has and also build up good relations with the user—and a happy customer not only comes back to you for his future requirements, he will also attract other customers for you. ■

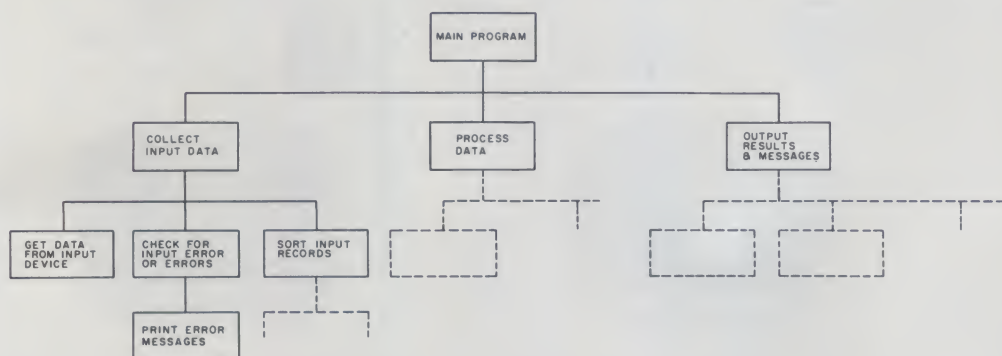


Fig. 1. Block diagram showing the overall design.

can make on the input data. For example, in a payroll program you could check that the hourly salary does not exceed a certain number. A small mistake, such as typing a number twice, could blow a program or, worse, unknowingly print wrong results.

The next step is to make detailed flowcharts or charts using structured programming concepts for each of the modules. Always try to find a simple algorithm. Do not think too much about memory requirements and speed of execution unless these constraints are really critical. The charts should be easily understandable. Try to use as much English as possible. For example, write $\text{Salary} = \text{Hours Worked} * \text{Hourly Wages}$, rather than $S = H * W$.

If enough memory is available then use a higher language. It is *easier to understand*—and that is one of the good qualities of a program. Do not use clever tricks—leave

that has 100 persons and ten different categories of workers. In a few years the firm might have 200 workers in 15 different categories. Will your program be able to accommodate those changes? Try to envisage future expansions and take care of them whenever possible. Make your programs *easy to use*. The person using your program does not know how it runs. So precede input statements by telling him what data is expected. If there is an input error, then print messages explaining the error.

Then test your program with both correct and *incorrect* (to see if the input checks are working) data. Use the test data supplied by the user (you had asked him about this earlier) and check with his old results. If there are mistakes then correct not only your program but also the *flowcharts*, etc. Along with the flowcharts, add a table listing all the variables and their meanings.

Prepare a manual explaining

verify the results. This gives the user confidence in your program, and when he shifts over exclusively to using your program he will not be making a leap in the dark. And in a short time the user will be running the program independently with the help of the manual.

Helping the User

You will notice how much more explicit and formal you have to be when you write application programs for others. Often, when you write a program for yourself, the only things remaining after completion are the source listings and the program on some medium. In contrast, see how much more has to be given to the user:

1. Description of the problem.
2. General block diagram of the top-down design of the program.
3. The function, the inputs and the outputs of each of the modules of the above diagram.
4. Details of how data is transferred between the modules

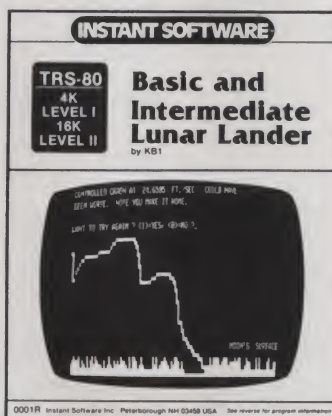
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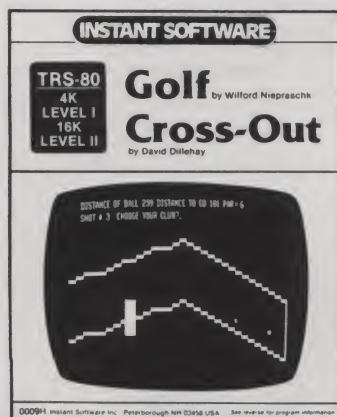
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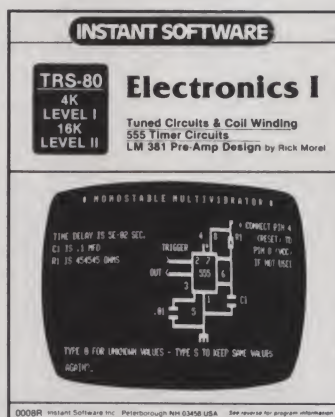
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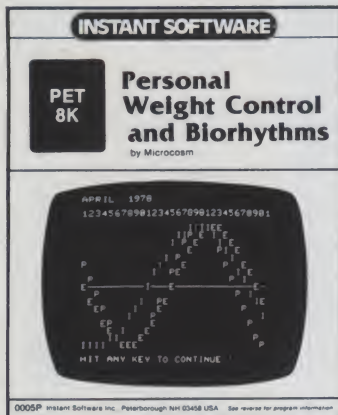
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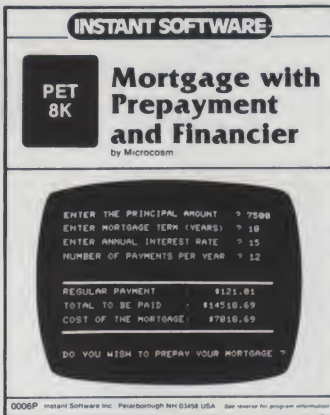
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There are several systems which will beat the house at blackjack, but before you go investing your cash in a get rich quick attempt, try out your system on this program and see how it does in actual practice.

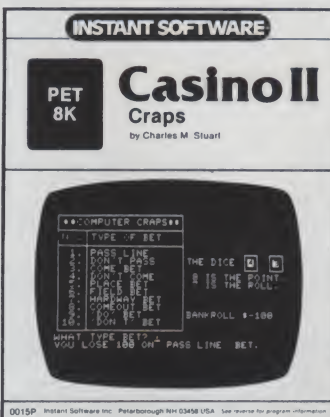
Roulette programs are more difficult to find, yet this is another very popular casino game—and one you'll want to get some experience with before you venture to go up against the professionals at Vegas. Remember that there are a lot of people who have worked out systems to beat the house at these games and they make a comfortable living going to Vegas every now and then to rebuild their fortunes.

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Sharing Scheme for RS-232 Channels

"Share and share alike" is Bob's motto. Enjoy what he has to offer.

Serial I/O ports are expensive; so are the expansion slots they occupy in my computer system. If you are running out of either of these two assets, this article may be of some help.

I will describe a scheme to share a single serial I/O port with several different RS-232 peripherals, using simple, inexpensive diode logic that can be implemented in most computer systems without removing, adding, or altering a single PC board. I use this scheme to share the serial port in my 3P + S between a serial terminal and my National Multiplex tape system; I have also seen it used with a serial RS-232 matrix printer.

Fig. 1 is a complete schematic showing how, with the addition of two resistors and five diodes, I share an RS-232 line between terminal and tape systems. The scheme works by creating an imitation open-collector bidirectional data line on both the data-in and data-out wires. Both of these lines are normally pulled low by a resistor, and any device can pull the line high by asserting its RS-232 driver to a positive logic level.

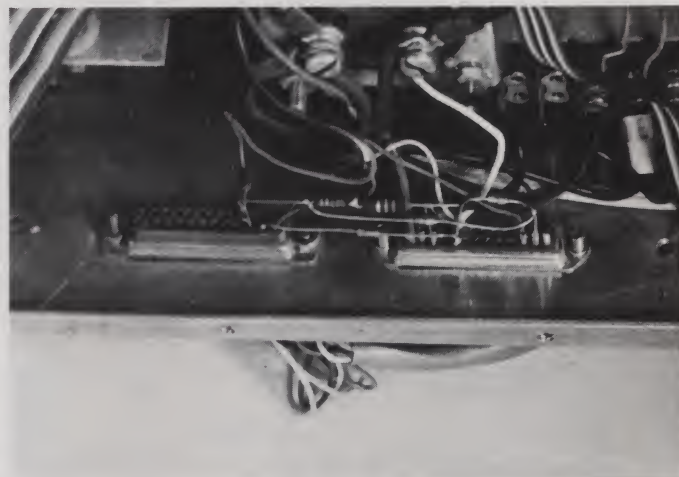
Thus, the computer can simultaneously "talk" to the tape system and the terminal;

the terminal can transmit to the computer and be recorded on tape at the same time, and data read from the tape drive can be displayed on the terminal at the same time it is read into the computer. The diodes are strategically placed to block all RS-232 drivers from pulling a line low while passing a high logic level into the bidirectional wire.

The system is operated by simply turning on all devices that you wish to be able to use with the serial lines at any given moment. When a device is off, it will not affect the line, and operation will be as if the line were not shared at all.

There are certain disadvantages to this scheme; the most obvious is noise immunity. The diodes eat up a tiny bit of the RS-232 signals applied so noise immunity is decreased slightly. I don't recommend using this method if there are noise problems in the unshared line before modification.

Nevertheless, I have been using this trick in my system for over a year, and it has been used heavily on a microcomputer system I am familiar with at work... all without any problems whatsoever. If you enjoy saving a little money and space, you may like it as much as I do! ■



With the addition of a few diodes and resistors, you can share a serial I/O port between two or more peripherals.

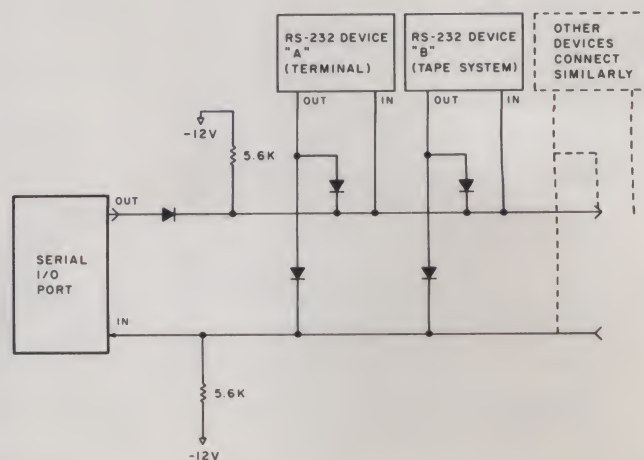
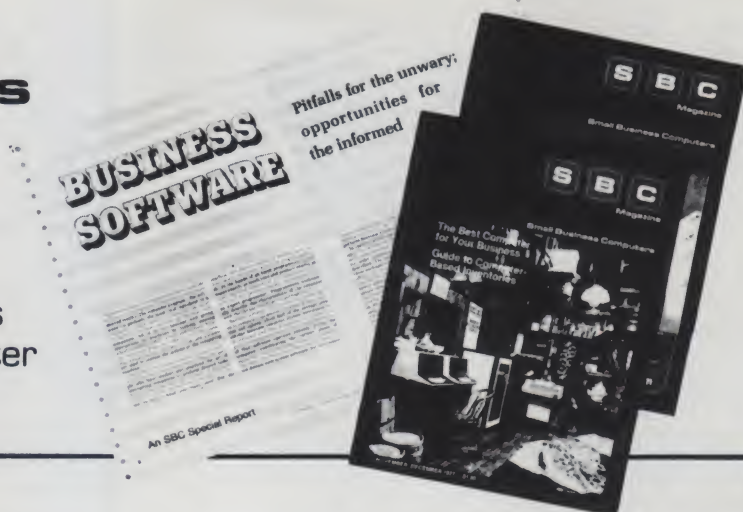


Fig. 1. Schematic of RS-232 channel-sharing.

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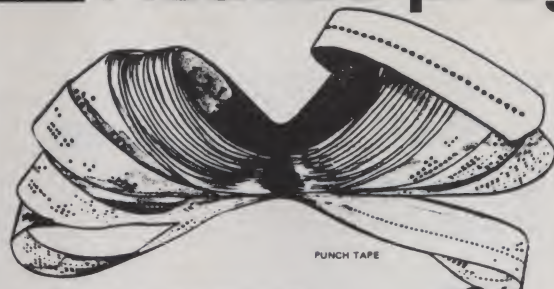
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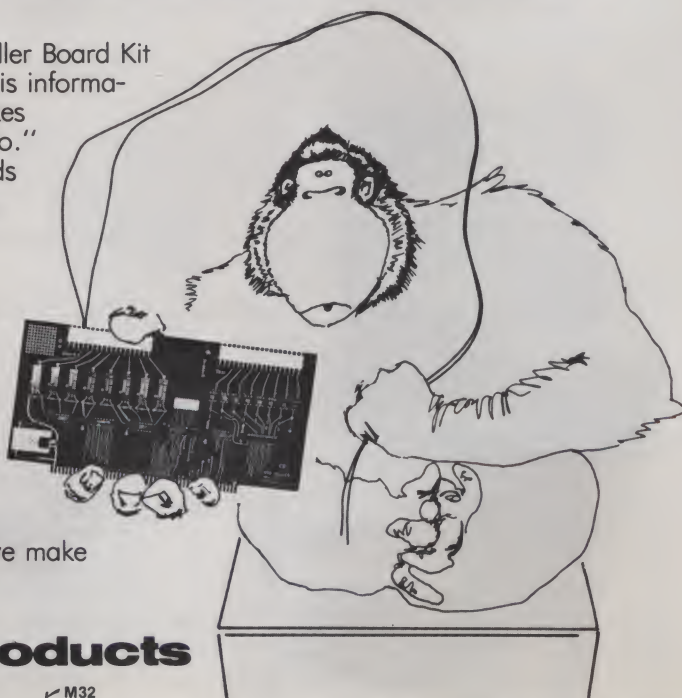
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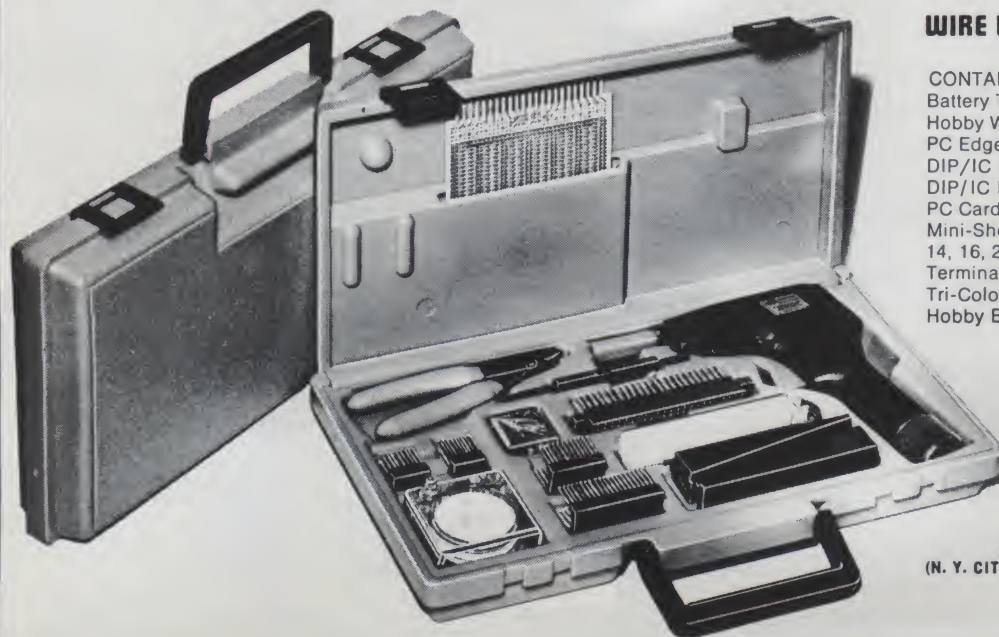
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2. Turn both diskettes over and again mark the position of the new sector hole on the other side of the lower disk.

3. In a similar way, mark new write-protect notches on the lower diskette.

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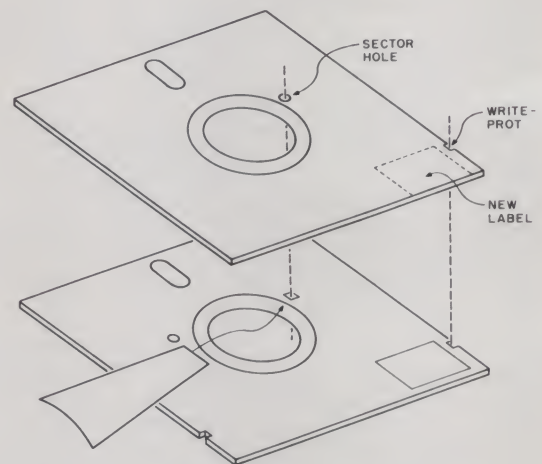
folders are made of) and cut a wedge about 3/4 inch wide and four to six inches long. Do not use a hard material like plastic or metal.

5. Slip the wedge into the jacket, between the jacket and the disk. Use a single-edge razor blade or hobby knife to cut a 3/16 x 3/16 inch sector

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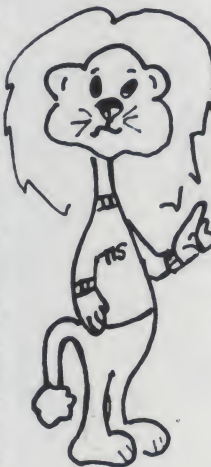
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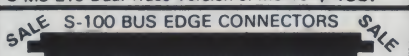


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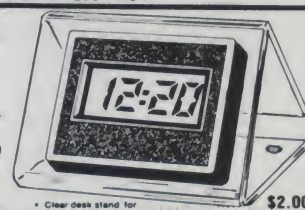
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✓M68

Datapoint CRT Terminals



Fully-Assembled — Guaranteed
#3000 \$595.00 #3360 \$649.50
 refurbished

- Add \$15.00 Packing
- Terms Check or MO
- Guaranteed 90 days

- Shipped FOB Washington, D.C.
- Immediate Shipment

MODEL 3000

25 lines x 72 characters, Full or half duplex speeds 110, 150, 300 Baud, higher on options

MODEL 3360

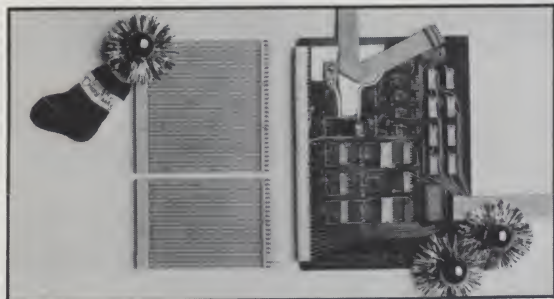
25 lines x 82 characters (Scrolling version 24 lines); Supplied either DATASHARE compatible, or scrolling, add \$35.00. Addressable cursor. Speeds 300, 1200, 2400, 4800 Baud, higher on options. Block transmit standard. Extra buffer, external item control capability on options.

Both terminals have Standard ASCII reed-switch keyboard with any-key rollover, user-codeable keyboard matrix, numeric keypad, cursor control keys, green P-31 screen phosphor, standard RS-232 interface, Printer output. Up to 2 Amps at 5, 14, 25 volts available to drive KIM-I or other small processor. Manual \$10, Cable kit \$9.95. M-33 KSR Teletype \$495.00. Other printers, drives, available, also Datapoint 2200.

We can service CRTs, micros, main-frames. Quantity discounts available.

TELECOMMUNICATIONS SERVICES CO.
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✓ T26



6800 OWNERS

At last a real world **fully addressable** SS-50 control interface. Control robots, appliances, organs, solar devices, etc. Applications limited only by your imagination. Easy to use with machine language as well as basic. Fully buffered board plugs directly onto mother board and responds to any address defined by user. 8 fast relays latch data while 8 opto-isolators allow handshaking capacity.

Kit \$98.00

Assembled and tested \$125.00

EXTENDER BOARDS

Extend both the 30 and 50 pin buses in SWTP 6800.

Both for \$19.95.

Visa & Master Charge • Ariz. Res. add 5% Sales Tax

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TRANSITION ENTERPRISES INC. ✓ T46

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WELCOME TO THE SOURCE

A Z80/8080 DISK BASED DISASSEMBLER

Example: **THE SOURCE** produces the disk source file below from the following object code:

```
21 80 00 06 0A 7E CD 0F 01 23 10 F9 C3 00 00 F5
1F 1F 1F 1F CD 1F 01 F1 CD 1F 01 3E 20 18 04 E6
0F C6 30 C5 E5 5F 0E 02 CD 05 00 E1 C1 C9
```

```

LRL000 EQU 0100H
LRL001 EQU 0000H
LRL002 EQU 0002H
LRL003 EQU 0005H
LRL004 EQU 000AH
LRL005 EQU 000FH
LRL006 EQU 0020H
LRL007 EQU 0030H
LRL008 EQU 0080H
LRL009 EQU 00B0H
LRL010 EQU 00C0H
LRL011 EQU 00D0H
LRL012 EQU 00E0H
LRL013 EQU 00F0H
LRL014 EQU 0100H
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LRL077 EQU 04F0H
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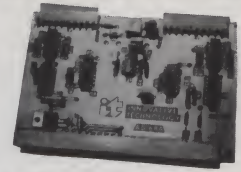
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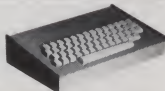
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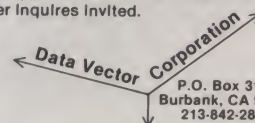
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A file-oriented operating system featuring automatic file allocation, program chaining, and support of all peripherals as files.

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A text editor which features both context and line-oriented editing, character-by-character interactive editing, and automatic paging of large files to disc to eliminate limits due to memory size.

BASIC

BASIC includes file I/O, automatic selection of integer arithmetic when possible, and symbolic statement trace for debugging. A full set of string and mathematical functions is provided.

Marinchip Systems has put it all together — a 16 bit CPU, the S-100 bus, and complete software that was designed together, not thrown together. And of course it comes with user manuals that are complete and easy to understand. The next step is yours: order the CPU and PROM/RAM/SIO boards and step up to 16 bit power, or order the documentation package and see for yourself that the M9900 CPU is your best choice.

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The Word Processor features right justification, centering, multiple column output, automatic page titles, footings, and assignment of section numbers. The Word Processor is designed to be easy to learn and use — often NO commands are required to produce a document.

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The META compiler-writing language is available for the M9900 CPU for \$100. This language makes development of compilers and macro processors simple and fast. Complete source code is supplied with this package to permit extension.

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NEW PRODUCTS

(from page 20)

size and shape can be displayed simultaneously, as well as real subscripts, superscripts and proportional spacing.

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The board is designed to be mounted beneath the KIM-1. It is the same width as the KIM, and the 44-pin edge connector is in the same position as the KIM's expansion connector. Price is \$289 assembled and tested.

Micro Technology Unlimited, PO Box 4596, 29 Mead Street, Manchester NH 03108.

8080/Z-80 Disassembler

"The Source" is an 8080/Z-80 disk-based disassembler developed by MJB Computer Associates, 41 Meadow Drive, Spencerport NY 14559. It will run on any 8080, 8085 or Z-80 microcomputer operating under CP/M.

Disassembly mnemonics are switch selectable for either TDL's Macro Assembler or the mnemonics for MAC by Digital Research. The source code produced by "The Source" can be directed to a printer or a disk file.

As a disk file it is ready to be assembled or edited. A coded cross-reference table is produced, and many switch-selectable options are available to aid in disassembly. All subroutines in the source file, as well as byte and word values, are labeled. The full Z-80 instruction set is supported; even destination addresses of relative

jumps are labeled.

"The Source" is distributed on a single density 8-inch floppy disk. The price, including instructions, disassembly tips and examples, is \$69.95.

Questdata

COSMAC Super Elf owners now have a magazine of their own. Quest Electronics has started a publication, called *Questdata*, which will be devoted

entirely to information about the COSMAC Elf and other 1802 systems. The publication features interviews with Tom Pittman about his 1802 Tiny BASIC, machine-language experiments, video games and other topics for owners of this single board microcomputer which comes complete with graphics interface.

Since the Super Elf has many control applications and experimental possibilities, *Questdata* will attempt to show how this microcomputer can be used to do

things around the home. For example, the first issue features a "Three Minute Telephone Timer." Not only will this program tell you when you are going to be talking overtime on long-distance calls, but it can also be used to time chess games, eggs cooking and sprinklers. Hooked to a relay the timer could be used to turn on coffee or TV at a given time. *Questdata* is published monthly and costs \$12 a year.

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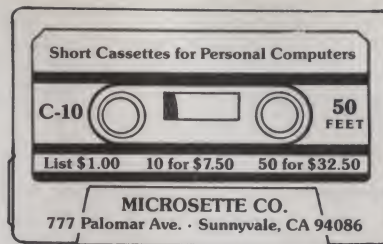
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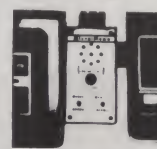
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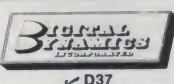
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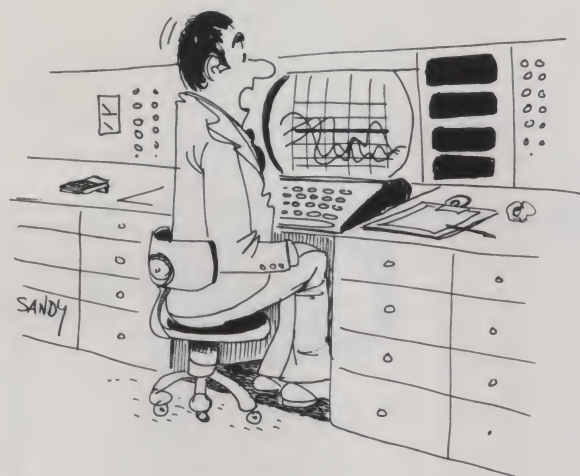
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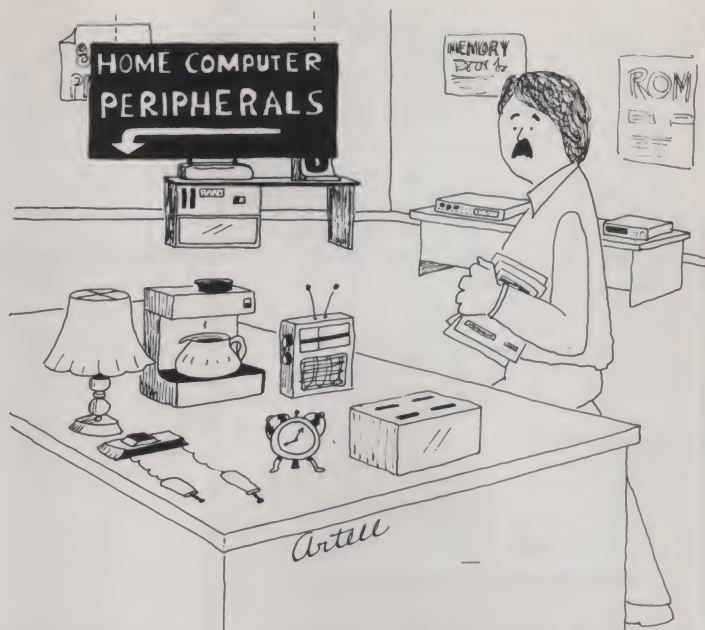
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74180N	74LS20N	25	LM340T-18	1.10		CD40205	50	2510	8.50
74181N	74LS20N	25	LM340T-18	1.10		CD40206	50	2510	8.50
74182N	74LS20N	25	LM340T-18	1.10		CD40207	50	2510	8.50
74183N	74LS20N	25	LM340T-18	1.10		CD40208	50	2510	8.50
74184N	74LS20N	25	LM340T-18	1.10		CD40209	50	2510	8.50
74185N	74LS20N	25	LM340T-18	1.10		CD40210	50	2510	8.50
74186N	74LS20N	25	LM340T-18	1.10		CD40211	50	2510	8.50
74187N	74LS20N	25	LM340T-18	1.10		CD40212	50	2510	8.50
74188N	74LS20N	25	LM340T-18	1.10		CD40213	50	2510	8.50
74189N	74LS20N	25	LM340T-18	1.10		CD40214	50	2510	8.50
74190N	74LS20N	25	LM340T-18	1.10		CD40215	50	2510	8.50
74191N	74LS20N	25	LM340T-18	1.10		CD40216	50	2510	8.50
74192N	74LS20N	25	LM340T-18	1.10		CD40217	50	2510	8.50
74193N	74LS20N	25	LM340T-18	1.10		CD40218	50	2510	8.50
74194N	74LS20N	25	LM340T-18	1.10		CD40219	50	2510	8.50
74195N	74LS20N	25	LM340T-18	1.10		CD40220	50	2510	8.50
74196N	74LS20N	25	LM340T-18	1.10		CD40221	50	2510	8.50
74197N	74LS20N	25	LM340T-18	1.10		CD40222	50	2510	8.50
74198N	74LS20N	25	LM340T-18	1.10		CD40223	50	2510	8.50
74199N	74LS20N	25	LM340T-18	1.10		CD40224	50	2510	8.50
74200N	74LS20N	25	LM340T-18	1.10		CD40225	50	2510	8.50
74201N	74LS20N	25	LM340T-18	1.10		CD40226	50	2510	8.50
74202N	74LS20N	25	LM340T-18	1.10		CD40227	50	2510	8.50
74203N	74LS20N	25	LM340T-18	1.10		CD40228	50	2510	8.50
74204N	74LS20N	25	LM340T-18	1.10		CD40229	50	2510	8.50
74205N	74LS20N	25	LM340T-18	1.10		CD40230	50	2510	8.50
74206N	74LS20N	25	LM340T-18	1.10					

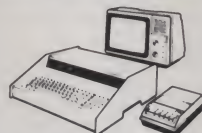


"How about that! Cranston suffers from abnormally low bio-rhythms! All this time I thought he sent out bad vibes."



SOL-20 SOFTWARE

from ESV Computer Service



Processor Technology

DIAGNOSTICS II: Checks user RAM (addresses are keyboard selectable by operator), video RAM, SOLOS or Bootload RAM, audio interface, and personality module. Features hard-copy printout of video displays using TAB key, and selectable output ports. Cassette tape comes with SOLOS version on one side & Bootload (BOOTL) on the other for use with either cassette or Helios SOL Systems\$50. on cassette

DISASSEMBLER: Allows conversion of machine language programs to assembly language. Features operator selectable output ports for hard-copy printer or video display and audio cassette storage of disassembled text. Permits modification to be made for custom use or possible relocation. Symbol table may be anywhere in RAM and is assigned by the operator during initialization. Line numbers and labels are automatically assigned by the disassembler during construction of the assembly language program. Special characters will be displayed in the line number's most significant digit to flag the need to divide the machine code for 2 or more passes when the line number exceeds 9999. Tape storage (if selected) is done byte-by-byte (text) for use with assemblers other than ALS-8 or Software #1.\$30. on cassette

MAILBOX: A mailing list program designed to work on your Helios Disk System. Features online editing for data entry, operator may select serial or parallel drivers (included on diskette) for hard copy, pre-sorted mailing labels (by zip codes as required by postal regulations for bulk mailing), label search, modification of single line should address or name need changes, file status check to determine amount and percentage of "dead space" and number of names in file, file compression to remove data in the same size file, generate separate diskette to increase data storage, will dump files to either 2 or 4 columns on printer, and is operator selectable\$45. on Helios diskette

DROIDS: An action game where you play the computer. Try to escape Droids by hiding behind fences. Features static practice mode for skill development and real time attack mode with selectable difficulty factors\$19.50 on cassette

ALS-8 UTILITIES adds cassette I/O operations to ALS-8. Included are seven custom tape commands and five clear memory commands. Source program on cassette will assemble into 12C (hex) bytes.
EC-001 Source program on cassette tape\$15.00

SOFTPAC #1 cassette uses Basic/5 on any Sol-20/SOLOS with 16K of RAM. Included are four games, STAR, BLACK-JACK, CRAPS, and WAR.
EC-002 Basic/5 programs on cassette tape\$18.00

BLOCKADE is an action game for two players on the same keyboard. Build a wall as you move and trap your opponent. Get sound effects through an AM radio or the Music System. Machine language program runs in 8K of RAM.
EC-003 Machine language program on cassette\$14.00

SOL-20 DIAGNOSTIC checks user RAM, system RAM, SOLOS, keyboard, video, and cassette interface. This machine language program requires 8K of RAM.
EC-004 Machine language program on cassette\$45.00

CALENDAR & TIME has a calendar for whatever month and year you want. Also included is a time program which displays hours, minutes, and seconds on the screen. These Basic/5 programs require 16K of RAM.
EC-005 Basic/5 programs on cassette tape\$10.00

DIRECT REDUCTION LOAN provides amortization schedule for entire loan period or a single period of interest. Total interest paid is also calculated. 12K of RAM is required for this Basic/5 program.
EC-006 Basic/5 program on cassette tape\$10.00

ACCOUNTS RECEIVABLE uses cassette data files to keep customer information on cassette tape. Functions include update, report, search, and enter new records. 20K of RAM and 2 cassette recorders are required to run this Extended Cassette Basic Program.
EC-007 Basic program on cassette tape\$25.00

SMARTMOUTHED BLACKJACK uses Las Vegas rules including split hands, double down, and insurance bets. The humorous wise-cracks of the dealer keep the attention of the player for hours. This Extended Cassette Basic program requires 32K of RAM.
EC-008 Basic program on cassette tape\$19.50

BIORHYTHM cassette produces complete plot or a simple list of critical days. Output can be directed to any pseudo port. Extended Cassette Basic version requires 24K. Basic/5 version requires 16K. Any number of days can be forecast.
EC-009 Basic/5 program on cassette tape\$19.50
EC-010 Extended Cassette Basic program cassette\$19.50

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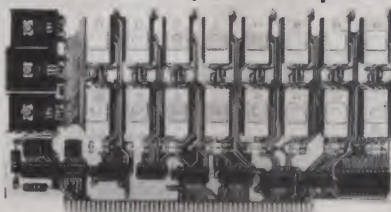
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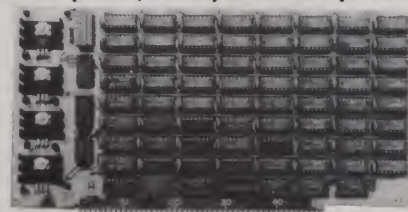
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16 Pin W/W.....38
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40 Pin W/W.....149

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8728 66 bit Binary.....555.00
8729 68 bit Binary.....575.00
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8732 74 bit Binary.....635.00
8733 76 bit Binary.....655.00
8734 78 bit Binary.....675.00
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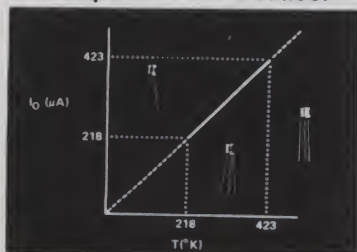
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ANALOG DEVICES

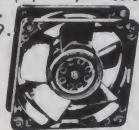
Two-Terminal IC Temperature Transducer



Two terminal I.C. Temperature Transducer
ANALOG DEVICES AD590J is a two terminal device producing an output current proportional to absolute temperature. Laser trimming produces $\pm 9^\circ\text{C}$ maximum error without external calibration. Calibration can reduce maximum error to only $\pm 2^\circ\text{C}$ over -55° to $+150^\circ\text{C}$ range. Sensitivity is $1\mu\text{A}/^\circ\text{C}$. Use with $+4$ to $+30\text{V}$ supply as input to digital meter in thermometer applications. Excellent for remote applications due to the very high impedance. Comes in TO-52 metal can.
AD590J.....\$3.49
Specs and Application sheets......80

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SPF-78409.....\$8.50



INTEGRATED TONE RECEIVER

MK5102(N)-5

FEATURES

- Detects all 16 standard DTMF digits
- Requires minimum external parts count for minimum system cost
- Uses inexpensive 3.579545 MHz crystal for reference
- Digital counter detection with period averaging insures minimum false response
- 16-pin package for high system density
- Single supply 5 Volts $\pm 10\%$
- Output in either 4-bit binary code or dual 2-bit row/column code
- Latched outputs

DESCRIPTION

The MK5102 is a monolithic integrated circuit fabricated using the complementary-symmetry MOS (CMOS) process. Using an inexpensive 3.579545 MHz television colorburst crystal for reference, the MK5102 detects and decodes the 8 standard DTMF frequencies used in telephone dialing. The requirement of only a single supply and its construction in a 16-pin package make the MK5102 ideal for applications requiring minimum size and external parts count.

DETECTION FREQUENCY

Low Group I_O	High Group I_O
Row 1 = 697 Hz	Column 1 = 1209 Hz
Row 2 = 770 Hz	Column 2 = 1336 Hz
Row 3 = 852 Hz	Column 3 = 1477 Hz
Row 4 = 941 Hz	Column 4 = 1633 Hz

MK5102N-5.....\$34.95
Specs......50
600 Ohm to 600 Ohm C.T. transformer.....\$1.95
Colorburst crystal for above.....\$1.75

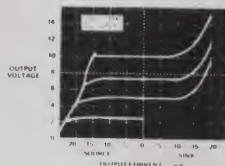


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ANALOG DEVICES

Pin Programmable Precision Voltage Reference



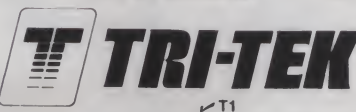
AD584 Output Voltage vs. Sink and Source Current

Pin Programmable Precision Voltage Reference
ANALOG DEVICES AD584JH offers pin-programmable selection of four popular output voltages: 10.000V, 7.500V, 5.000V and 2.500V. Laser trimming results in the most flexible monolithic precision reference available. Strobe input allows unit to "turn off" for use in power supply control. Output can sink or source current to greater than 10mA.
Maximum error over full temp range (0-70°C) is $\pm 30\text{mV}$. Perfect for use in A-D converters, power supplies, calibrators, etc. 8 pin TO-5 metal can package.
AD584JH.....\$6.95
Spec and Data Sheets......60

78P055C 5V 10A TO-3 Reg.....\$12.95
21L02-4 (MM2102AN-4L 450ns).....\$1.44
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Z80ACTC I.C.\$16.00
Z80PIO I.C.\$11.00
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CSC 500 MHz prescaler.....\$59.95
B and K 2800 $\frac{3}{4}$ Digit DVM.....\$99.95
B and K Dual Tracer Scope Model 1432.....\$750.00
(FOB Phoenix)

POWER OP AMP

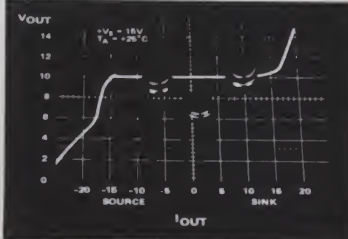
250mA output current capability. Operates on as low as 3V. Input parameters are programmable for system optimizing. Electronic shut down allows output to float. Packaged in 8 pin mini-dip.
LM13080N.....\$1.94
Specs and applications......60



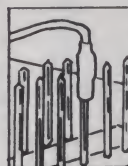
✓T1

ANALOG DEVICES

High Precision 10 Volt IC Reference



High Precision 10Volt IC Reference
ANALOG DEVICES AD581J is monolithic I.C. which produces a precise 10V ($\pm 13.5\text{mV}$) with 12 to 40V input. Ideal for many A-D converter applications as well as calibrators, power supplies, etc. 3 terminal package is easy to use as an ordinary regulator. Can be used as precision current source, can be buffered for very large current outputs. Use as 2 terminal device produces a precision zener.
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CHARACTERISTICS

GOLD

ELECTRICAL
Current Rating (amps).....3
Insulation Resistance (megohms).....5000 min.
Contact Resistance (milliohms).....15 max.
Dielectric Withstanding Voltage (RMS).....1500 min.
Capacitance (picofarads).....2 max.
MECHANICAL FOR .062" (1.57mm)
BLADE
Insertion Force: 12 oz./position max. (3.36 N/position max.)
Withdrawal Force: 2 oz./position min. (0.56 N/position min.)
Clearance Hole: 1.25 Dia. (3.18)
MATERIALS
Body Dielectric: Glass-filled thermoplastic polyester
Color: Black
Meets U.L. Flammability Classification 94V-0
Contacts: CA 725 copper-nickel-tin alloy
Gold Inlay: Over min. .000100 in. nickel (0.00254 mm.)
Wire Wrap - min. .000650 in. Au (0.01627 mm.)
Solder Tail - min. .000075 in. Au (0.00190 mm.)
Wire Wrap posts half-hard copper alloy.

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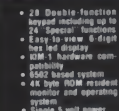
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This 64-character ASCII impact printer with 80-column capability is portable and uses standard 8 1/2" paper and regular typewriter ribbon. Base, cover and parallel interface are included. Assembled and complete with manual and documentation.



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16K	\$255.00
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16K	\$292.00
32K	\$432.00
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S-100 compatible, 2 serial I/O ports, 1 parallel I/O.	
Kit JG-P/S	\$124.95
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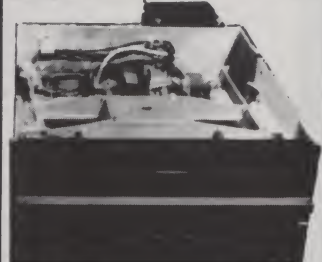
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1N914	100v	10mA	.05	8-pin	pcb	.20	ww	.35	2N2222	NPN (2N2222 Plastic .10)	.15
1N4005	600v	1A	.08	14-pin	pcb	.20	ww	.40	2N2907	PNP	.15
1N4007	1000v	1A	.15	16-pin	pcb	.20	ww	.40	2N3906	PNP (Plastic - Unmarked)	.10
1N4148	75v	10mA	.05	18-pin	pcb	.25	ww	.75	2N3904	NPN (Plastic - Unmarked)	.10
1N4733	5.1v	1 W Zener	.25	22-pin	pcb	.35	ww	.95	2N3054	NPN	.35
1N753A	6.2v	500 mW Zener	.25	24-pin	pcb	.35	ww	.95	2N3055	NPN 15A 60v	.50
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1N759A	12v	"	.25	40-pin	pcb	.50	ww	1.25	LED Green, Red, Clear, Yellow		.15
1N5243	13v	"	.25	Molex pins	.01	To-3 Sockets	.25		D.L. 747	7 seg 5/8" High com-anode	1.95
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C MOS		- T T L -									
4000	.15	7400	.10	7473	.25	74176	.85	74H72	.35	74S133	.40
4001	.15	7401	.15	7474	.30	74180	.55	74H101	.75	74S140	.55
4002	.20	7402	.15	7475	.35	74181	2.25	74H103	.55	74S151	.30
4004	3.95	7403	.15	7476	.40	74182	.75	74H106	.95	74S153	.35
4006	.95	7404	.10	7480	.55	74190	1.25			74S157	.75
4007	.20	7405	.25	7481	.75	74191	.95	74L00	.25	74S158	.30
4008	.75	7406	.25	7483	.75	74192	.75	74L02	.20	74S194	1.05
4009	.35	7407	.55	7485	.55	74193	.85	74L03	.25	74S257 (8123)	1.05
4010	.35	7408	.15	7486	.25	74194	.95	74L04	.30		
4011	.20	7409	.15	7489	1.05	74195	.95	74L10	.20	74LS00	.20
4012	.20	7410	.15	7490	.45	74196	.95	74L20	.35	74LS01	.20
4013	.40	7411	.25	7491	.70	74197	.95	74L30	.45	74LS02	.20
4014	.75	7412	.25	7492	.45	74198	1.45	74L47	1.95	74LS04	.20
4015	.75	7413	.25	7493	.35	74221	1.00	74L51	.45	74LS05	.25
4016	.35	7414	.75	7494	.75	74367	.75	74L55	.65	74LS08	.25
4017	.75	7416	.25	7495	.60			74L72	.45	74LS09	.25
4018	.75	7417	.40	7496	.80	75108A	.35	74L73	.40	74LS10	.25
4019	.35	7420	.15	74100	1.15	75491	.50	74L74	.45	74LS11	.25
4020	.85	7426	.25	74107	.25	75492	.50	74L75	.55	74LS20	.20
4021	.75	7427	.25	74121	.35			74L93	.55	74LS21	.25
4022	.75	7430	.15	74122	.55			74L123	.85	74LS22	.25
4023	.20	7432	.20	74123	.35	74H00	.15			74LS32	.25
4024	.75	7437	.20	74125	.45	74H01	.20	74S00	.35	74LS37	.25
4025	.20	7438	.20	74126	.35	74H04	.20	74S02	.35	74LS38	.35
4026	1.95	7440	.20	74132	.75	74H05	.20	74S03	.25	74LS40	.30
4027	.35	7441	1.15	74141	.90	74H08	.35	74S04	.25	74LS42	.65
4028	.75	7442	.45	74150	.85	74H10	.35	74S05	.35	74LS51	.35
4030	.35	7443	.45	74151	.65	74H11	.25	74S08	.35	74LS74	.35
4033	1.50	7444	.45	74153	.75	74H15	.45	74S10	.35	74LS86	.35
4034	2.45	7445	.65	74154	.95	74H20	.25	74S11	.35	74LS90	.55
4035	.75	7446	.70	74156	.70	74H21	.25	74S20	.25	74LS93	.55
4040	.75	7447	.70	74157	.65	74H22	.40	74S40	.20	74LS107	.40
4041	.69	7448	.50	74161	.55	74H30	.20	74S50	.20	74LS123	1.00
4042	.65	7450	.25	74163	.85	74H40	.25	74S51	.25	74LS151	.75
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4044	.65	7453	.20	74165	1.10	74H51	.25	74S74	.35	74LS157	.75
4046	1.25	7454	.25	74166	1.25	74H52	.15	74S112	.60	74LS164	1.00
4049	.45	7460	.40	74175	.80	74H53J	.25	74S114	.65	74LS193	.95
4050	.45	7470	.45			74H55	.20			74LS367	.75
4066	.55	7472	.40							74LS368	.65

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What do the S-100, the Heath H8, the Radio Shack TRS-80, the Apple, the Digital Group, and the Intel/National 80/10 and 80/20 machines have in common?

Support from CompuKit™

Whether it's flexibility, economy, or reliability that you're looking for, you only need to look to one product line: **CompuKit from Godbout Electronics**. We're the ones who deliver when we say we will, play close attention to the needs of users, and enjoy a doubly enviable reputation for reliability with cost-effectiveness.

Here are some more reasons for our popularity . . .

Extended warranty. We believe in our products, and we back them up with a 1 year (not 90 day) limited warranty that covers any defects in materials or workmanship.

Choice of "unkit", assembled and tested, or CSC qualified boards. Most of our memory boards are now available as "unkits", with sockets and bypass caps pre-soldered in place for easy assembly. In addition to standard assembled/tested boards, we also qualify boards under the Certified Systems Components program. These boards are burned in for 200 hours, serial numbered, and guaranteed to run at 4 MHz over the full temperature range. We exchange CSC boards if any defect occurs within 1 year of invoice date.

All our Econoram™ memory kits offer the following:

- Extensive bypassing of supply lines
- Static design for problem-free interfacing with a variety of systems, and elimination of dynamic timing requirements
- Low power operation with guaranteed current specifications
- All lines buffered for reliable data transfer
- Write strobe selection switch for S-100 boards (allows use of memory with or without front panel)
- Tri-state outputs for use with bi-directional busses
- Guaranteed under 450 ns access time (conservatively rated; many users are running our boards in 4 MHz Z-80 systems)
- Dip switch address selection and deselection
- High quality, solder masked and legended boards with sockets for all ICs
- S-100 memories are compatible with all S-100 machines

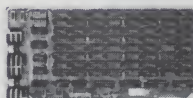


S-100 Products

8K ECONORAM II™

\$139 (unkit), \$159 (assem)

Our least costly way to add memory to S-100 machines. Configured as two independent 4K blocks, with separate protect for each block and vector interrupt provision if you try to write in protected memory. Handles DMA. Less than 1500 mA current consumption.



16K ECONORAM IV™ \$279 (unkit), \$314 (assm), \$414 (CSC)

Manual write protection for 4K blocks, use with or without phantom line, runs DMA at 2 or 4 MHz. Guaranteed under 2000 mA current (typically 1500 mA). Finally . . . static storage at less than the cost of dynamic equivalents!



24K ECONORAM VII™ \$445 (unkit), \$485 (assm), \$605 (CSC)

Our top of the line. Configured as 4 independent blocks (two 8K and two 4K) for unique addressing options. Write protect for each block; use with or without phantom line; provision for two qualifiers; runs DMA at 2 or 4 MHz; draws less than 2500 mA (1800 mA typical).



11 SLOT S-100 MOTHERBOARD

\$90 (unkit)

Includes all edge connectors pre-soldered in place, with extensive supply line bypassing and active termination for reliable data transfer. Dimensions: 8.5" by 11".

18 SLOT S-100 MOTHERBOARD

\$124 (unkit)

Same features as above, but 18 slots. Dimensions: 8.5" by 16.7".

Other Computer Products

TRS-80 CONVERSION KIT

\$159

Expand the TRS-80 mainframe from 4K to 16K, or use with the memory expansion module; our detailed instructions describe both conversion processes. Includes all parts necessary for conversion, and is backed up by our standard 1 year limited warranty. Also suitable for expanding memory in APPLE computers.

12K ECONORAM VI™

\$235(unkit), \$270 (assembled)

Same basic features as our S-100 memories, but designed specifically for the Heath H8. Configured as two blocks with switch selected protect. Also includes hardware and edge connector required to mate mechanically with the H8.

32K STATIC S-100 MEMORY: \$599!

Full feature "unkit" offers low power consumption, guaranteed 4 MHz operation . . . and of course, the reliability of an Econoram.

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Jameco Kits

Regulated Power Supply



- Uses LM 309K
- Heat sink provided
- P.C. board construction
- Provides a solid 1 amp @ 5V
- Includes components, hardware and instructions
- Sizes: 3-1/2" x 5" x 2" high

JE200 \$14.95

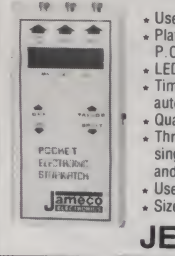
Function Generator Kit



- Provides 3 basic waveforms: sine, triangle & square wave
- Frequency range from 1 Hz to 100 KHz
- Output amplitude from 0-volts to over 6 volts (peak to peak)
- Uses a 12V supply or a $\pm 6V$ split supply
- Includes chip, P.C. board, components and instructions.

JE2206B \$19.95

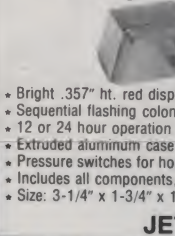
Digital Stopwatch Kit



- Use Intersil 7205 Chip
- Plated thru double-sided P.C. Board
- LED display (red)
- Times to 59 min. 59.59 sec. with auto reset
- Quartz crystal controlled
- Three stopwatches in one: single event, split (cumulative) and taylor (sequential timing)
- Uses 3 penlite batteries
- Size: 4.5" x 2.15" x .90"

JE900 \$39.95

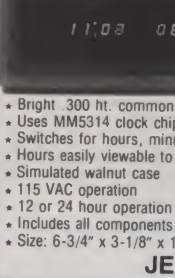
4-Digit Clock Kit



- Bright .357" ht. red display
- Sequential flashing color
- 12 or 24 hour operation
- Extruded aluminum case (black)
- Pressure switches for hours, minutes and hold modes
- Includes all components, case and wall transformer
- Size: 3-1/4" x 1-3/4" x 1-1/4"

JE730 \$14.95

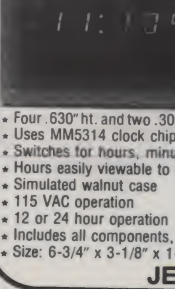
6-Digit Clock Kit



- Bright .300 ht. common cathode display
- Uses MM5314 clock chip
- Switches for hours, minutes and hold functions
- Hours easily viewable to 20 feet
- Simulated walnut case
- 115 VAC operation
- 12 or 24 hour operation
- Includes all components, case and wall transformer
- Size: 6-3/4" x 3-1/8" x 1-3/4"

JE701 \$19.95

Jumbo 6-Digit Clock Kit



- Four .630" ht. and two .300" ht. common anode displays
- Uses MM5314 clock chip
- Switches for hours, minutes and hold functions
- Hours easily viewable to 30 feet
- Simulated walnut case
- 115 VAC operation
- 12 or 24 hour operation
- Includes all components, case and wall transformer
- Size: 6-3/4" x 3-1/8" x 1-3/4"

JE747 \$29.95

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		(2716) *Requires single +5V power supply	
		TMS2532 4KX8 EPROM	89.95
		2708 8K EPROM	10.95
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		**Requires 3 voltages, -5V, +5V, +12V	
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The Sinclair PDM35

A personal digital multimeter for only \$59.95



Now everyone can afford to own a digital multimeter.

The Sinclair PDM35 is supplied completely assembled with test leads and probes, protective wallet and Operator's Manual. The Sinclair PDM35 is tailor-made for anyone who needs to make rapid measurements. Development engineers, field service engineers, lab technicians, computer specialists, radio and electronic hobbyists will find it ideal.

Technical specification
 DC Volts (4 ranges)
 Range: 1mV to 1000V
 Accuracy of reading: 1.0% $\pm$ 1 count
 Note: 10 M Ω input impedance
 AC Volts (40 Hz-5 kHz)
 Range: 1V to 500V
 Accuracy of reading: 1.0% $\pm$ 2 counts
 DC Current (8 ranges)
 Range: 1 nA to 200 mA
 Accuracy of reading: 1.0% $\pm$ 1 count
 Note: Max resolution 0.1 nA
 Resistance (8 ranges)
 Range: 1 Ω to 20 M Ω
 Accuracy of reading: 1.5% $\pm$ 1 count
 Also provides 5 function-test ranges
 Dimensions: 6 in x 3 in x 1 in
 Weight: 6 oz
 Power supply: 9 V battery or similar AC adapter (battery not incl.)
 Sockets: Standard 4 mm for resistor plugs
 Options: AC adapter for 117V/60 Hz power. De-luxe padded carrying wallet.

\$64.50

BK PRECISION 3 1/2-Digit Portable DMM



- Overrange protected
- 3 1/2 high LED Display
- Battery or AC operation
- Auto Zeroing
- 1mv 1V to 0.1 ohm resolution
- Overrange reading
- 10 meg input impedance
- DC Accuracy 1% typical
- Ranges: DC Voltage - 0-1000V AC Voltage - 0-1000V Freq. Response 50-400 Hz DC AC Current 0-100mA Resistance 0-10 meg ohm Size 6 1/4 x 4 1/2 x 2

Model 2800 \$99.95
 Comes with test leads, operating manual and spare fuse

Accessories:
 AC Adapter BC-28 \$9.00
 Rechargeable Batteries BP-26 20.00
 Carrying Case LC-28 7.50

100 MHz 8-Digit Counter



- 20 Hz-100 MHz Range
- 8 LED Display
- Crystal-controlled timebase
- Fully Automatic
- Portable — completely self-contained
- Size — 1 7/8" x 7 3/8" x 5 6/32"

MAX-100 \$134.95

ACCESSORIES FOR MAX 100:
 Mobile Charger Eliminator use power from car battery Model 100 — CLA \$3.95
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Mini-Max 6 Digit 50MHz Frequency Counter



- Guaranteed frequency range of 100 Hz to 50 MHz
- Full 6 digit display with anti-gate window
- Fully automatic-range, polarity, slope, trigger, input level switching not required.
- Lead-zero blanking—All zeros to the left of the first non-zero digit are blanked. Kilo Hertz and Mega Hertz decimal points automatically light up when the unit is turned on.
- Built in input overvoltage protection.
- Use 9V Battery or 110/220V power.
- Complete with mini antenna.
- Lightweight — Only 8oz.

MINI-MAX \$89.95

Accessories For Mini-Max

Part No.	Description	Price
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MM-CS	Carrying case	5.95
MM-IPC	Input cable with clip leads	3.95
MM-AC2	110V adapter	9.95
MM-AC3	220V adapter	9.95

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The Incredible "Pennywhistle 103"

\$139.95 Kit Only



The Pennywhistle 103 is capable of recording data to and from audio tape without critical speed requirements. For the recorder and it is able to communicate directly with another modern and terminal for telephone "hamming" and communications. In addition, it is free of critical adjustments and is built with non-precision, readily available parts.

Data Transmission Method Frequency-Shift Keying, full-duplex (half-duplex selectable)

Maximum Data Rate 300 Baud

Date Format Asynchronous Serial (return to mark level required between each character)

Receive Channel Frequencies 2025 Hz for space 2225 Hz for mark

Transmit Channel Frequencies Switch selectable Low (normal) = 1070 space 1270 mark High = 025 space 2225 mark

Transmit Level 46 dbm acoustically coupled 15 dbm nominal. Adjustable from -6 dbm to -20 dbm

Receive Frequency Tolerance Frequency reference automatically adjusts to allow for operation between 1800 Hz and 2400 Hz

Digital Data Interface EIA RS-232C or 20 mA current loop (receiver is optoisolated and non-polar)

Power Requirements 120 VAC, single phase, 10 Watts

Physical All components mount on a single 5" by 9" printed circuit board. All components included

Requires a VOM, Audio Oscillator, Frequency Counter and/or Oscilloscope to align

TRS-80 16K Conversion Kit

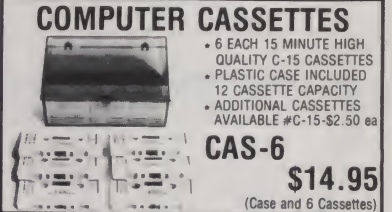
Expand your 4K TRS-80 System to 16K. Kit comes complete with:

- 8 each UPD416 (16K Dynamic Rams)
- Documentation for conversion

TRS-16K \$115.00

Special Offer — Order both your TRS-16K and the Sup'R' MOD II Interface kit together (retail value \$144.95) for only \$139.95

COMPUTER CASSETTES



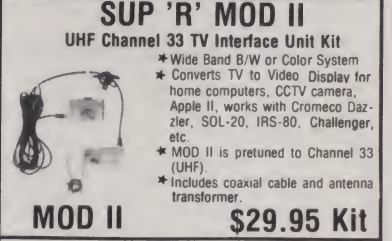
- 6 EACH 15 MINUTE HIGH QUALITY C-15 CASSETTES
- PLASTIC CASE INCLUDED
- 12 CASSETTE CAPACITY
- ADDITIONAL CASSETTES AVAILABLE #C-15-\$2.50 ea

CAS-6 \$14.95

(Case and 6 Cassettes)

SUP 'R' MOD II

UHF Channel 33 TV Interface Unit Kit



- Wide Band B/W or Color System
- Converts TV to Video Display for home computers, CCTV camera, Apple II, works with Cromeco Dazzler, SOL-20, IRS-80, Challenger, etc.
- MOD II is pretuned to Channel 33 (UHF).
- Includes coaxial cable and antenna transformer.

MOD II \$29.95 Kit

Custom Cables & Jumpers



DB 25 Series Cables

Part No.	Cable Length	Connectors	Price
DB25P-4-P	4 Ft.	2-DP25P	\$15.95 ea
DB25P-4-S	4 Ft.	1-DP25P/1-25S	\$16.95 ea
DB25S-4-S	4 Ft.	2-DP25S	\$17.95 ea

Dip Jumpers

Part No.	Length	Pin	Price
DJ14-1	1 ft.	1-14 Pin	\$1.59 ea
DJ16-1	1 ft.	1-16 Pin	1.79 ea
DJ24-1	1 ft.	1-24 Pin	2.79 ea
DJ14-1-14	1 ft.	2-14 Pin	2.79 ea
DJ16-1-16	1 ft.	2-16 Pin	3.19 ea
DJ24-1-16	1 ft.	2-24 Pin	4.95 ea

For Custom Cables & Jumpers, See JAMECO 1979 Catalog for Pricing

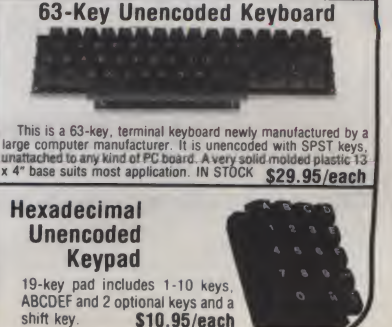
CONNECTORS

25 Pin-D Subminiature



DB25P (as pictured)	PLUG	\$2.95
DB25S	SOCKET	3.50
DB51226-1	Cable Cover for DB25 P or S	1.75

63-Key Unencoded Keyboard



This is a 63-key, terminal keyboard newly manufactured by a large computer manufacturer. It is unencoded with SPST keys, unattached to any kind of PC board. A very solid molded plastic 13 x 4" base suits most application. IN STOCK

Hexadecimal Unencoded Keypad

19-key pad includes 1-10 keys, ABCDEF and 2 optional keys and a shift key.

\$10.95/each

TELEPHONE/KEYBOARD CHIPS			
AY-5-9100	Push Button Telephone Dialler	\$4.95	
AY-5-9200	Repertory Dialler	14.95	
AY-5-9500	CMOS Clock Generator	4.95	
AY-5-9376	Keyboard Encoder (88 keys)	14.95	
HD0165	Keyboard Encoder (16 keys)	7.95	
74C922	Keyboard Encoder (16 keys)	9.95	
ICM CHIPS			
ICM7045	CMOS Precision Timer	24.95	
ICM7205	CMOS LED Stopwatch/Timer	19.95	
ICM7206	CMOS Clock Controller	7.50	
ICM7208	Seven Decade Counter	19.95	
ICM7209	Clock Controller	6.95	
NMS READ ONLY MEMORIES			
MCM6571	128 x 9 x 7 ASCII Shifted with Greek	13.50	
MCM6574	128 x 9 x 7 Math Symbol & Pictures	13.50	
MCM6575	128 x 9 x 7 Alphabetic Character	13.50	
MISCELLANEOUS			
TL074CN	Quad Low Noise bi-lat Op Amp	2.49	
TL494CN	Switching Regulator	4.49	
TL496CP	Single	19.95	
11C90	Divide 10/11 Prescaler	1.75	
95H90	Hi-Speed Divide 10/11 Prescaler	11.95	
4N33	Photo-Darlington Opto-Isolator	3.95	
MK50240	Top Off-Flare, Generator	17.50	
DSM506CH	5MHz 2-phase MOS Clock driver	7.50	
TLI308	27' red num. display w/integ. logic chip	10.50	
MMS5320	TV Camera Sync, Generator	14.95	
MMS5330	4 1/2 Digit DPM Logic Block	5.95	
LD110/111	3 1/2 Digit A/D Converter Set	25.00/set	
LITRONIX ISO-LIT 1			
Photo Transistor Opto-Isolator (Same as MCT 2 or 4N25)			
2.99/c			
TV GAME CHIP AND CRYSTAL			
AY-3-8500-1 and 2.01 MHZ Crystal (Chip & Crystal includes score display, 6 games and select angles, etc.		7.95/set	
XR205	\$3.40	XR2242CP	1.50
XR210	4.40	XR2264	4.25
XR215	4.40	XR2556	3.20
XR320	1.55	XR2567	2.99
EXAR			

TYPE	POLARITY	PRICE	HT	PRICE	TYPE	POLARITY	HT	PRICE
MAN 1	Common Anode-red	270	2	95	MAN 6730	Common Anode-red ± 1	560	9
MAN 2	5 x 7 Dot Matrix-red	300	4	95	MAN 6740	Common Cathode-red-D.D	560	9
MAN 3	Common Cathode-red	125	25	MAN 6750	Common Cathode-red ± 1	560	9	
MAN 4	Common Anode-yellow	187	1	95	MAN 6760	Common Anode-red	560	9
MAN 5	Common Anode-green	300	1	25	MAN 6770	Common Cathode-red	560	9
MAN 70	Common Anode-yellow	300	99	DL701	Common Anode-red ± 1	300	99	
MAN 72	Common Anode-red	300	99	DL704	Common Cathode-red	300	99	
MAN 74	Common Cathode-red	300	1	25	DL707	Common Cathode-red	300	99
MAN 82	Common Anode-yellow	300	99	DL728	Common Cathode-red	500	1	
MAN 84	Common Anode-yellow	300	99	DL741	Common Anode-red	600	1	
MAN 3620	Common Anode-orange	300	99	DL746	Common Anode-red ± 1	630	1	
MAN 3630	Common Anode-orange ± 1	300	99	DL747	Common Anode-red	600	1	
MAN 3640	Common Cathode-red	300	99	DL748-red	Common Cathode-red	630	1	
MAN 4610	Common Anode-orange	300	99	DL750	Common Cathode-red	600	1	
MAN 4640	Common Cathode-orange	400	99	DL338	Common Cathode-red	110	3	
MAN 4710	Common Anode-red	400	99	FDN70	Common Cathode	250	60	
MAN 4730	Common Anode-red ± 1	400	99	FND88	Common Cathode ± 1	357	70	
MAN 4740	Common Cathode-red	400	99	FND359	Common Cathode	357	70	
MAN 4810	Common Anode-yellow	400	99	FND503	Common Cathode(FND500)	500	99	
MAN 4840	Common Cathode-yellow	400	99	FND507	Common Anode(FND510)	500	99	
MAN 6800	Common Anode-orange-yellow	560	99	SDP-3733	Common Cathode	300	1	
MAN 6830	Common Anode-orange ± 1	560	99	HDSF-3400	Common Anode-red	800	2	
MAN 6640	Common Cathode-orange-D.D	560	99	HDSF-3403	Common Cathode	800	2	
MAN 6650	Common Cathode-orange-red ± 1	560	99	5082-7300	4 x 7 gpi Digi-RHPD	600	19	

[illegible]

MAN 6660	Common Anode	560	99	5082-7302	Overcharge character (±1)	600	150
MAN 6680	Common Cathd	560	99	5082-7304	Digital-Hexadecade	600	225
MAN 6710	Common Anode-red D.D.	560	99	5082-7300	4 x 7 Sgl.	600	150

RCA LINEAR				CALCULATOR CHIPS/DRIVERS		CLOCK CHIPS		MOTOROLA	
CA3013T	2.15	CA3082N	2.00	MM5725	\$2.95	MM5309	\$4.95	MC1408L7	\$4.50
CA2023T	2.56	CA3081N	1.60	MM5738	2.95	MM5311	4.95	MC1408L8	5.00
CA3035T	2.48	CA3086N	.85	MM5738	2.95	MM5312	4.95	MC1408L9	5.00
CA3039T	1.35	CA3089N	3.75	MM5864	1.00	MM5314	4.95	MC3022P	2.00
CA3059N	3.25	CA3140T	1.38	MM5865	1.00	MM5316	6.95	MC3061P	3.00
CA3060N	3.25	CA3160T	1.25	MM5887	.75	MM5318	9.95	MC3061P (4416)	7.00
CA3080T	.85	CA3401N	1.25	MM5889	.75	MM5369	2.95	MC4024P	3.00
CA3081N	2.00	CA3600N	3.50	93747 S driver	1.50	MM5367/1998A	4.95	MC4040P	4.00
				CA C LED driver	1.50	MM5841	9.95	MC4044P	4.00

25-49 SOLDERTAIL - LOW PROFILE (TIN) SOCKETS			
	1-24	25-49	50-100
8 pin LP	\$17	16	\$10
14 pin LP	20	19	15
16 pin LP	22	21	16
18 pin LP	24	28	27
20 pin LP	28	32	30

SOLDERTAIL STANDARD (TIN)			
	25 pin ST	36 pin ST	40 pin ST
14 pin ST	\$27	25	24
16 pin ST	30	27	25
18 pin ST	35	32	30
20 pin ST	40	36	34

25-49 SOLDERTAIL - LOW PROFILE (TIN) SOCKETS			
	1-24	25-49	50-100
22 pin LP	\$	37	36
24 pin LP	38	37	36
28 pin LP	45	44	43
36 pin LP	60	58	56
40 pin LP	63	62	61
25 pin ST	\$	99	80
36 pin ST	1.39	1.26	1.15
40 pin ST	1.59	1.45	1.30

1N5245	15	200m	2	1N1183	50 PIV 35 AMP	1.60
1N456	25	400m	6	1N1184	100 PIV 35 AMP	1.70
1N458	150	7m	6	1N1185	150 PIV 35 AMP	1.70
1N485A	10m	10m	5	1N1186	200 PIV 35 AMP	1.80
1N4001	50 PIV 1	121m	0	1N1189	400 PIV 35 AMP	3.00

SCR AND FW BRIDGE RECTIFIERS						
C36D	15A @ 400V	SCR (7N1849)	\$1.95			
C38M	25A @ 600V	SCR	1.95			
Z62328	1.6A @ 300V					
MDA 980 1	12A @ 200V	FW BRIDGE REC	1.95			
MDA 980 3	12A @ 200V	FW BRIDGE REC	1.95			

TRANSISTORS						
PN2907 Plastic	7/10	0	2N3904	4/100		
1C1681	50	MJE3055	0	2N3905	4/100	
MPS4362	5/10	2N3932	5/1	2N3906	5/10	
MPS460	5/10	2N3388	5/1	2N4013	3/100	
TS197	6/10	PK3567	3/10	2N4020	6/100	
TS198	6/10	PK3568	4/10	PK4249	6/100	
40409	1/5	PK3569	1/5	PK4250	6/100	
40410	1/5	MPS3638A	5/10	2N4400	4/100	
40673	1.75	MPS3702	5/10	2N4401	4/100	
2N618	1/10	2N3705	5/10	2N4402	4/100	
2N2219A	2/10	MPS3704	5/10	2N4403	4/100	
2N2221A	2/10	2N3707	5/10	2N4409	5/100	

24 pin ST	49	45	42	SOLDERTAIL STANDARD (GOLD)				24 pin SG	\$ 70	63	59
16 pin SG	35	30	27					24 pin WW	\$ 1.10	1.00	99
14 pin SG	35	32	29					36 pin SG	1.65	1.40	1.20
16 pin SG	38	35	32					40 pin SG	1.75	1.59	1.40
18 pin SG	52	47	43	WIRE WRAP SOCKETS							
				(GOLD) LEVEL # 3							
8 pin WW	\$ 39	35	31	22 pin WW	\$.95	85	70				
10 pin WW	45	41	37	24 pin WW	1.05	95	80				
14 pin WW	39	38	37	28 pin WW	1.40	1.25	1.10				
16 pin WW	43	42	41	36 pin WW	1.59	1.45	1.30				
18 pin WW	75	68	62	40 pin WW	1.75	1.55	1.40				

1/4 WATT RESISTOR ASSORTMENTS - 5%											
ASST. 1	5 ea	10 OHM	12 OHM	15 OHM	18 OHM	22 OHM	50 PCS	\$1.75			
		27 OHM	33 OHM	39 OHM	47 OHM	56 OHM					
ASST. 2	5 ea	68 OHM	87 OHM	100 OHM	120 OHM	150 OHM	50 PCS	\$1.75			
		180 OHM	220 OHM	270 OHM	300 OHM	360 OHM					
ASST. 3	5 ea	180 OHM	560 OHM	680 OHM	820 OHM	1K	50 PCS	\$1.75			
		1.2K	1.5K	1.8K	2.2K	2.7K					
ASST. 4	5 ea	3.3K	3.9K	4.7K	5.6K	6.8K	50 PCS	\$1.75			
		8.2K	10K	12K	15K	18K	50 PCS	\$1.75			

[illegible]

ASST. 4	5 ea	27K	27K	47K	39K	47K	50 PCS	1.75
		56K	68K	82K	100K	120K		
ASST. 5	5 ea	150K	180K	220K	270K	330K	50 PCS	1.75
		390K	470K	560K	680K	820K		
ASST. 7	5 ea	1M	1.2M	1.5M	1.8M	2.2M	50 PCS	1.75
		2.7M	3.1M	3.9M	4.7M	5.6M		
ASST. 8R Includes Resistor Assortments 1-7 (350 PCS.)								\$9.95 ea.

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20% THICK TANTALUMS (SOLID) CAPACITORS							
1/35V	28	23	17	1 5/35V	30	26	21
28 15/35V	28	23	17	2 15/35V	31	27	22
22/35V	28	23	17	3 3/25V	31	27	22
33/35V	28	23	17	4 7/25V	32	28	23
28 4/35V	28	23	17	5 8/25V	36	31	25
68/35V	28	23	17	10/25V	40	35	29
1 0/35V	28	23	17	15/25V	63	50	40
MINIATURE ALUMINUM ELECTROLYTIC CAPACITORS							
Axial Lead				Radial Lead			
47/50V	15	13	10	47/25V	15	13	10
1 0/50V	16	14	11	47/50V	16	14	11
15 1/50V	14	12	09	0 1/16V	15	13	10
1 0/25V	15	13	10	1 0/25V	16	14	11
10/25V	15	13	10	1 0/50V	16	14	11
10/50V	16	14	11	2 7/16V	15	13	10
22/25V	17	15	12	4 7/50V	15	13	10
22/50V	19	17	14	7 7/50V	16	14	11
25 1/50V	21	19	16	10/25V	15	13	10
100/25V	24	20	18	10/50V	16	14	12
100/50V	35	30	28	47 5/50V	24	21	19
220/25V	32	25	22	100 1/16V	19	17	14
220/50V	45	41	38	100/25V	24	20	18
470/25V	33	29	27	100/50V	35	30	28
55 1/100V	55	52	48	220 1/16V	33	30	28
2200 1/16V	70	62	55	470/25V	38	34	29

COMPUTER INTERFACES & PERIPHERALS

For free catalog including parts lists and schematics, send a self-addressed stamped envelope.

APPLE II SERIAL I/O INTERFACE *

Part no. 2

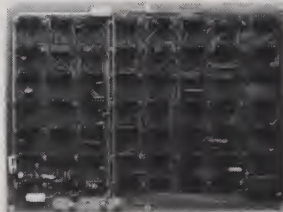
Baud rate is continuously adjustable from 0 to 30,000 • Plugs into any peripheral connector • Low current drain. RS-232 input and output • On board switch selectable 5 to 8 data bits, 1 or 2 stop bits, and parity or no parity either odd or even • Jumper selectable address • SOFTWARE • Input and Output routine from monitor or BASIC to teletype or other serial printer. • Program for using an Apple II for a video or an intelligent terminal. Also can output in correspondence code to interface with some selectrics. Board only — \$15.00; with parts — \$42.00; assembled and tested — \$62.00.



T.V. TYPEWRITER

Part no. 106

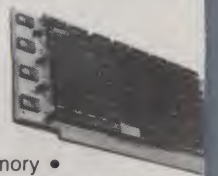
• Stand alone TVT • 32 char/line, 16 lines, modifications for 64 char/line included • Parallel ASCII (TTL) input • Video output • 1K on board memory • Output for computer controlled cursor • Auto scroll • Non-destructive cursor • Cursor inputs: up, down, left, right, home, EOL, EOS • Scroll up, down • Requires +5 volts at 1.5 amps, and -12 volts at 30 mA • All 7400, TTL chips • Char. gen. 2513 • Upper case only • Board only \$39.00; with parts \$145.00



8K STATIC RAM

Part no. 300

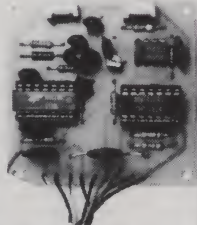
• 8K Altair bus memory • Uses 2102 Static memory chips • Memory protect • Gold contacts • Wait states • Board regulator • S-100 bus compatible • Video input option • TRI state buffered • Board \$22.50; with parts \$160.00



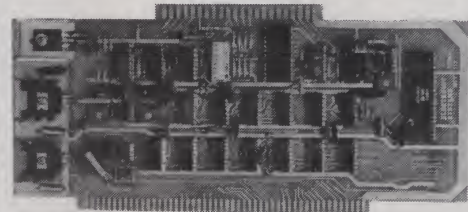
MODEM *

Part no. 109

• Type 103 • Full or half duplex • Works up to 300 baud • Originate or Answer • No coils, only low cost components • TTL input and output-serial • Connect 8 ohm speaker and crystal mic. directly to board • Uses XR FSK demodulator • Requires +5 volts • Board \$7.60; with parts \$27.50



TIDMA *



Part no. 112

• Tape Interface Direct Memory Access • Record and play programs without bootstrap loader (no prom) has FSK encoder/decoder for direct connections to low cost recorder at 1200 baud rate, and direct connections for inputs and outputs to a digital recorder at any baud rate. • S-100 bus compatible • Board only \$35.00; with parts \$110.00

DC POWER SUPPLY *

Part no. 6085

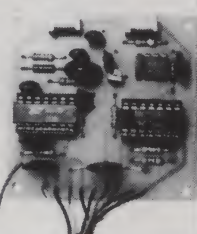
• Board supplies a regulated +5 volts at 3 amps., +12, -12, and -5 volts at 1 amp. • Power required is 8 volts AC at 3 amps., and 24 volts AC C.T. at 1.5 amps. • Board only \$12.50; with parts excluding transformers \$42.50



TAPE INTERFACE *

Part no. 111

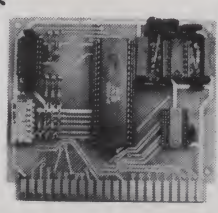
• Play and record Kansas City Standard tapes • Converts a low cost tape recorder to a digital recorder • Works up to 1200 baud • Digital in and out are TTL-serial • Output of board connects to mic. in of recorder • Earphone of recorder connects to input on board • No coils • Requires +5 volts, low power drain • Board \$7.60; with parts \$27.50



UART & BAUD RATE GENERATOR *

Part no. 101

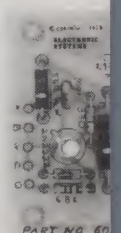
• Converts serial to parallel and parallel to serial • Low cost on board baud rate generator • Baud rates: 110, 150, 300, 600, 1200, and 2400 • Low power drain +5 volts and -12 volts required • TTL compatible • All characters contain a start bit, 5 to 8 data bits, 1 or 2 stop bits, and either odd or even parity. • All connections go to a 44 pin gold plated edge connector • Board only \$12.00; with parts \$35.00 with connector add \$3.00



RS 232/TTY *

Part no. 600

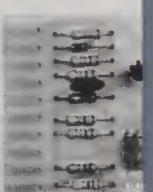
• Converts RS-232 to 20mA current loop, and 20mA current loop to RS-232 • Two separate circuits • Requires +12 and -12 volts • Board only \$4.50, with parts \$7.00



RS 232/TTL *

Part no. 232

• Converts TTL to RS-232, and converts RS-232 to TTL • Two separate circuits • Requires -12 and +12 volts • All connections go to a 10 pin gold plated edge connector • Board only \$4.50; with parts \$7.00 with connector add \$2.00



ELECTRONIC SYSTEMS

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To Order:

Mention part number and description. For parts kits add "A" to part number. In USA, shipping paid for orders accompanied by check, money order, Master Charge, BankAmericard, or VISA number, expiration date and signature. Shipping charges added to C.O.D. orders. California residents add 6.5% for tax. Outside USA add 10% for air mail postage, no C.O.D.'s. Checks and money orders must be payable in US dollars. Parts kits include sockets for ICs, components, and circuit board. Documentation is included with all products. All items are in stock, and will be shipped the day order is received via first class mail. Prices are in US dollars. No open accounts. To eliminate tariff in Canada boxes are marked "Computer Parts." Dealer inquiries invited. 24 Hour Order Line: (408) 226-4064



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COMPUTER POWER SUPPLY

Output Specifications

- under continuous current loads
- + 5 Volts @ 17 Amps $\pm$ 2%, 50 mv ripple & noise maximum*
 - 5 Volts @ 1.25 Amps $\pm$ 5%, 50 mv ripple & noise maximum
 - + 12 Volts @ 3 Amps $\pm$ 3%, 150 mv ripple & noise maximum
 - 12 Volts @ 2.75 Amps $\pm$ 3%, 150 mv ripple & noise maximum
 - + 24 Volts @ 3.5 Amps $\pm$ 5%, 150 mv ripple & noise maximum
 - * + 5 Volt supply has remote sensing and overvoltage protection

Input

115VAC or 230 VAC, 48-63 Hz, complete with standard 115VAC 3 wire line cord.

We made a fantastic buy on these BRAND NEW Tele-Dynamic power supplies. They are shipped to you in the original factory cartons. Take advantage of this great offer and pay only a fraction of a large computer manufacturer's acquisition cost. Supply is limited, we suggest you phone your order in.

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LOGIC PROBES

CSC logic probes are the ultimate tool for breadboard design and testing. These hand held units provide an instant overview of circuit conditions. Simple to use, just clip power leads to circuit's power supply, set logic family switch to TTL/DTL or CMOS/HTL. Touch probe to test node. Trace logic levels and pulses through digital circuits. Even stretch and latch for easy pulse detection. Instant recognition of high, low or invalid levels, open circuits and nodes. Simple, dual level detector LEDs tell it quickly, correctly. HI (Logic "1"), LO (Logic "0"). Also incorporates blinking pulse detector. HI and LO LEDs blink on or off, tracking "1" or "0" states at square wave frequencies up to 1.5 MHz. Pulse LED blinks on for 1/2 second during pulse transition. Choice of three models to meet individual requirements: budget, project and speed of logic circuits.

MODEL LP-1

Hand held logic probe provides instant reading of logic levels for TTL, DTL, HTL or CMOS. Input Impedance: 100,000 ohms. Minimum Detectable Pulse: 50 ns. Maximum Input Signal (Frequency): 10 MHz. Pulse Detector (LED): High speed train or single event. Pulse Memory: Pulse or level transition detected and stored.

CSC Model LP-1 Logic Probe - Net Each \$44.95

Logic Probes and Digital Pulsers



MODEL LP-2

Economy version of Model LP-1. Safer than a voltmeter. More accurate than a scope. Input Impedance: 300,000 ohms. Minimum Detectable Pulse: 300 ns. Maximum Input Signal (Frequency): 1.5 MHz. Pulse Detector (LED): High speed train or single event. Pulse Memory: None.

CSC Model LP-2 Logic Probe - Net Each \$24.95

MODEL LP-3

High speed logic probe. Captures pulses as short as 10 ns. Input Impedance: 500,000 ohms. Minimum Detectable Pulse: 10 ns. Maximum Input Signal (Frequency): 50 MHz. Pulse Detector (LED): High speed train or single event. Pulse Memory: Pulse or level transition detected and stored.

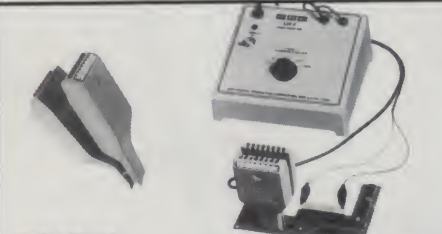
CSC Model LP-3 Logic Probe - Net Each \$69.95

DIGITAL PULSER

The ultimate in speed and ease of operation. Simply connect clip leads to positive and negative power, then touch DP-1's probe to a circuit node; automatic polarity sensor detects circuit's high or low condition. Depress the pushbutton and trigger an opposite polarity pulse into the circuit. Fast troubleshooting includes injecting signals at key points in TTL, DTL, CMOS or other popular circuits. Test with single pulse or 100 pulses per second via built-in dual control push-button; button selects single shot or continuous modes. LED indicator monitors operating modes by flashing once for single pulse or continuously for a pulse train. Completely automatic, pencil size labfield pulse generator for any family of digital circuits. Output: Tri-state. Polarity: Pulse-sensing auto-polarity. Slew Rate: 100 mA. Pulse Train: 100 pps. LED Indicator: Flashes for single pulse; stays lit for pulse train.

CSC Model DP-1 Digital Pulser - Net Each \$74.95

Digital IC Testers and COUNTER



LOGIC MONITOR 1

Trace signals through all types of digital circuits. Unit clips over any DIP IC up to 16 pins. Each of its 16 contacts connects to a single bit level detector that drives a high-intensity, numbered LED readout activated when the applied voltage exceeds a fixed 2 V threshold. Logic "1" turns LED on; logic "0" keeps LED off. A power seeking gate network automatically locates supply leads and feeds them to the LM-1's internal circuitry. Saves minutes, even hours in design, troubleshooting, debugging of equipment. Voltage Threshold: 2 V $\pm$ 0.2 V. Input Impedance: 100,000 ohms. Input Voltage Range: 15 V max. across any two or more inputs. Current Drain: 200 mA at 10 V. Size: 4" l. x 2" w. x 1.75" d. when open. Weight: 3 ozs.

CSC Model LM-1 Logic Monitor - Complete. \$59.95

LOGIC MONITOR 2

Provides greater versatility and precision in testing all types of digital circuits. The fully isolated power supply and selectable trigger threshold let you match the precise characteristics of the logic family under test, permitting more accurate measurements. The connector display unit clips over any DIP IC up to 16 pins. The power supply module contains the precision reference power supply and logic family selector switch. Operation is simple. Set the threshold switch to the proper logic family. Connect back clip lead to circuit ground. For CMOS circuitry, the red clip is connected to circuit positive or Vcc. The clip module is then clipped over the IC and the LED display instantly gives the logic states of all pins. Logic Thresholds: CMOS, 70% of circuit Vcc; HTL: 7.5 V; TTL: 2.4 V; DTL: 1.6 V; RTL: 1.2 V. Maximum Visible Input Frequency: 30 KHz at 50% duty cycle. Size: Test Clip, 4" l. x 2" w. x 1.75" d. when open; Power Module, 6" w. x 5.83" d. x 3" h. max. Total Weight: 20 ozs. Power Required: 117 VAC, 50/60 Hz, 10 W; also available for 220 VAC, 50/60 Hz at slight ly higher price.

CSC Model LM-2 Logic Monitor - Complete. \$129.95

MAX-100 PORTABLE FREQUENCY COUNTER

MAX 100 is a portable, high precision frequency counter that sets new standards in performance and value. In a compact, portable case, it gives you continuous readings from 20 Hz to a guaranteed 100 MHz, with 8 digit accuracy. Fast readings with 1/8 sec. update and 1 sec. sampling rate. Precise readings, derived from a crystal-controlled time base with 3 ppm accuracy. High sensitivity readings from signals as low as 30 mV, with diode overload protection up to 200 V peaks. Input signals over 100 MHz automatically flash the most significant digit, and to indicate low battery condition and extend battery life, the entire display flashes at 1 kHz.

SPECIFICATIONS

Frequency Range: 20 Hz to 100 MHz; guaranteed: 110 MHz typical. Gate Time: 1 sec. Resolution: 1 Hz. Accuracy: $\pm$ 1 count $\pm$ time base error. Input Impedance: 1 megohm shunted by 56 pF. Coupling: AC. Sine Wave Sensitivity: 30 mV RMS at 50 MHz. Internal Time Base Frequency: 3.579545 MHz crystal oscillator. Stability: $\pm$ 3 ppm at 25° C. Temperature Stability: Better than 0.2 ppm/°C. 0.50° C. Max. Aging: 10 ppm/year. Display: Eight 0.6" LED digits. Lead Zero Blanking: Decimal point appears between 6th and 7th digit when input exceeds 1 MHz. Overflow: With signals over 99,999,999 Hz, most significant left hand digit flashes, allowing readings in excess of 100 MHz. Display Update: 1/8-sec. plus 1 sec. gate time. Low Battery Indicator: When battery supply falls below 6.6 VDC, all digits flash at 1 Hz. Power Required: Internal, 6" AA" cells; external, 110 or 220 VAC charger eliminator, auto-cigarrette lighter adapter or 7.2 V VDC external supply. Battery Charging: 12/14 hrs. Size: 1.75" h. x 5.83" w. x 7.75" d. Weight: Less than 1.5 lbs. with batteries.

CSC Model MAX-100 Frequency Counter - Net Each \$134.95

MAX-100 ACCESSORIES

- Model 100-CLA - Mobile charger eliminator. Net Each \$ 9.95
- Model 100-CAI - 110 VAC charger eliminator. Net Each 9.95
- Model 100-CA2 - 220 VAC charger eliminator. Net Each 9.95
- Model 100-IPC - Input cable with clip leads. Net Each 9.95
- Model 100-LIC - Low loss tap-off 14.95
- Model 100-MWA - Mini whip antenna 3.95
- Model 100-CC - Carry case 9.95

DIP JUMPERS

FLAT RIBBON CABLE ASSEMBLIES WITH DIP CONNECTORS

- Available with 14, 16, 24 and 40 contacts.
- Mate with standard IC sockets.
- Fully assembled and tested.
- Integral molded-on strain relief.
- Line-by-line probability.



MATERIALS

DIELECTRIC: UL recognized glass filled polyester.
CONTACTS: Non-corrosive copper alloy 770.
CABLE: All cable conductors are #28 AWG stranded 7/36 tin-coated copper with vinyl insulation. All cable is grooved top and bottom for easy tear down.

A P DIP Jumpers are the low-cost, high-quality solution for jumpering within a PC board; interconnecting between PC boards, backplanes and motherboards; interfacing input/output signals; and more.

All assemblies use rainbow cable. Standard lengths are 6, 12, 18, 24 and 36 inches.

ACE • All- for fast, solderless, Circuit plug-in circuit building Evaluator and testing

Just plug in any components with leads to .032" dia. Interconnect with solid wire up to 20 ga. Assembled models tool

Model No.	Parts	Capacity	Power	Ports	Size (inches)	Price Each
200-K (KIT)	728	8 (16 x 1)	2	2	4 9/16 x 5 9/16	\$19.95
200 (assem.)	872	8 (16 x 1)	8	2	4 9/16 x 5 9/16	\$24.95
200-K (KIT)	1032	12 (14 x 1)	2	2	16 x 7	\$24.95
212 (assem.)	1224	12 (14 x 1)	8	2	4 9/16 x 7	\$24.95
218 (assem.)	1760	18 (14 x 1)	10	2	6 1/2 x 7 1/8	\$49.95
227 (assem.)	2712	27 (14 x 1)	28	4	8 x 9 1/4	\$59.95
236 (assem.)	3648	36 (14 x 1)	36	4	10 1/4 x 9 1/4	\$79.95

Get additional ACE test results! (See continuous in-circuit tester) 4 folder list

IC TEST CLIPS

- TC-14 3 in. \$4.50
- TC-16 3 in. \$4.75
- TC-16 fits 14 & 16 Pin Dips.



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- Three position attenuator: X1, X10, X100 (avoids false counting)

#OPTO-8000.1A	Factory Assembled	\$329.95
#OPTO-8000.1AK	Kit Form	\$279.95
#NI-CAD-80	NI-CAD Battery Pack	\$ 19.95

OPTO-7000 10 Hz to 600 MHz MINIATURE COUNTER

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#NI-CAD-70	NI-CAD Battery Pack	19.95
#TCXO-70	Precision TCXO Time Base <0.1PPM, 17-40°C	79.95

ACCESSORIES

PROBES:

#P-100	50 Ohm, 1X	\$13.95
#P-101	Lo-Pass	16.95
#P-102	H1-Z, 2X	16.95
# AP- 8015	UHF Counter Preamp 20 MHz to 600 MHz 15-50 DB Gain (Not Shown) ..	\$49.95/Kit \$39.95

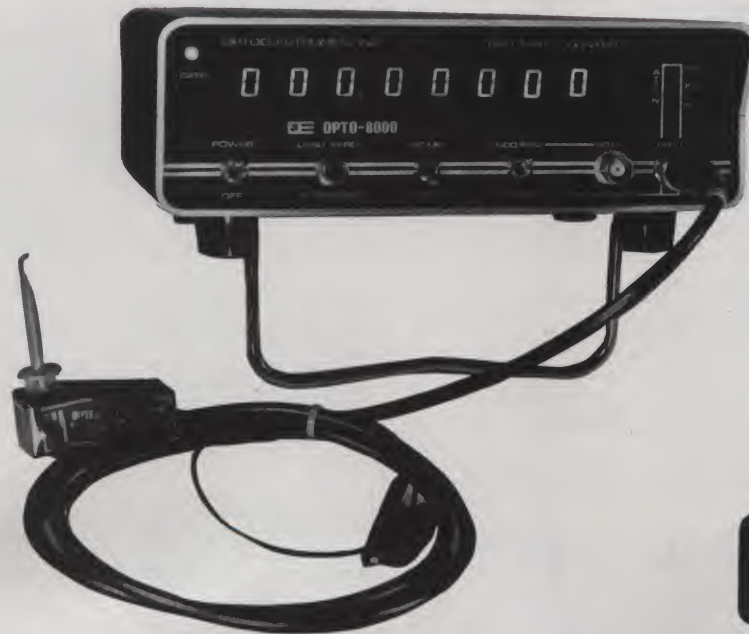
#D-450 Antenna

Rubber Duck RF Pick-up 450 MHz ... \$12.50

#D-146 Same as above

146.5MHz

#RA-BNC Right-Angle BNC Adapter for
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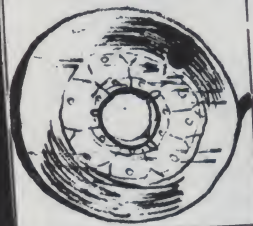
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We have a limited number of 10" reels of 1/8" computer tape. These were used by a large computer manufacturer to test his tape drives. About half of what we have have been used once, and half are unused. They average in length about 3300 feet. Ideal for loading your own cassettes with high quality computer tape. When you order 1 tape, you take your chance of getting new or used tape. More than one will be divided between new and used tape.

#5607F

2/11.00

5⁹⁵



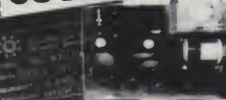
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Delta #6508F HC 18/U-Teflon Posts

PRECISION CRYSTAL OSCILLATOR



2 for \$28. 14⁹⁵ each

Your computer is only as good as its clock. Delta has been fortunate in acquiring a lot of OVENAIRE precision crystal oscillators, Model OSC 67-11-A. The frequency readily divides into many useable frequencies with the use of standard SN7400 series ICs. Among the many frequencies are 640 KHz, 60 KHz, 32 KHz, 20 KHz, 10 KHz, 6 KHz, 1 KHz, 600 Hz, 100 Hz, 60 Hz, 50 Hz, and many more. We provide data showing the frequencies. The oscillator is precise to 2 parts per million & is adjustable to even greater precision. Ideal for computers, freq. standards, clocks, etc. This oscillator is a current production item, & the one piece price at the factory is \$134.50 (100 lot, \$49.80 ea.) so our price of \$14.95 each is a fantastic bargain 1 1/2 x 2 1/4". PC mount. Voltages required are 5 VDC & 12 VDC. Output is TTL compatible 5 VDC. #5592F

W-H-O-O-P!!
W-H-O-O-P!!

\$24⁵⁰

ONLY AT DELTA Burglar ALARM

MOTION DETECTOR

When there is a new development in electronics, it takes some time before that development is available to hobbyists and experimenters, especially at surplus prices. This time we have reversed the trend, and announce a DELTA EXCLUSIVE, the DELTA MOTION DETECTOR. This device detects any motion or movement for a minimum distance of 8-ft. The secret is in the ultra-complex custom LSI chip, which combines the latest in linear & digital circuitry. The device is completely self-contained, in a case 6 x 3 x 2 1/4", and operates from four "AA" NiCad batteries. Nothing else is needed, for the device to perform its basic function, motion detection. When motion or movement is detected, a "whoop" alarm is sounded. The MOTION DETECTOR is designed to provide either an audible or silent alarm. The silent alarm is controlled by a timer, which delays the alarm up to 30 seconds. The silent alarm activates a relay, whose contacts are brought out to plug, and will activate ANY device, such as siren, horn, tape recorder, telephone dialer, etc.

AMPEX TAPE

We have acquired an inventory of AMPEX 1.0 mil recording tape. These tapes have been used one time by government weather stations, and then we get them. On standard 7" AMPEX reel. □ 5588R \$1.75 (4 for \$6)

The Motion Detector works on a CHANGE OF LIGHT. Any change of +5% or more, triggers the detector. Works within a range of 0.1 candlepower (almost dark), to 100 candlepower, (quite bright), a range of 1000 to 1. NO external light source is needed.

When left in a darkened or semi-darkened room, the Motion Detector acts as a fantastic FIRE ALARM. The light from a single match, anywhere in the room, triggers the alarm, so that the device becomes an intrusion alarm and fire alarm, all in one.

Delta No.	Description	Sale
□ 5611F	Complete motion detector kit (less batteries)	\$24.50
□ 1072F	Motion Detector Chip only, with data	8.95
□ 5611F	P.C. boards, set of 2	6.50
□ 5288F	"AA" NiCad Batteries, set of 4	4.50
□ 5636F	Battery charger for above	5.95
□ 5635F	Completely assembled kit, w/batteries & charger	69.50

50-0-50 MICRO AMP DC CENTER READING METER



2 for \$25. \$12.95 Each

COMPLETE with 4 scales: (1) 0-1 NA volts, (2) 0-3 MW, (3) 60-120 DB, (4) 10¹ to 10⁴ Gain. Meter has a plastic case with removable scale. Size: 4 1/4" h x 5 1/2" x 2 1/4" d. #5422 F

G-E HORIZON LINE TAUT BAND METER

\$7.95 2 for \$15

GE Model 251 - 50 microamp movement. 2 Scales: 20 - 0 - 100 and 0 - 3. 2" mtg. hole. Shielded movement. Distributor's price \$33.80; our spectacular price less than 25%. Delta No. 5643F

Q-TECH MINIATURE CRYSTAL CONTROLLED CLOCK OSCILLATORS



2 FOR \$22. \$11.95

Complete crystal oscillator, fits in standard 14 pin DIP socket. TTL compatible, and will drive 10 TTL loads Crystal tolerance is .0005%.

11.059 MHz

Output "high" is 2.8 volts min. Output is 0.4 max. Vcc is 5 volts. An unusual state of the art device, to provide your computer with a stable, reliable clock source. This oscillator sells for \$52.00 in 1 piece lots. Operating frequency is 11.059 MHz. #1048F

Crystals

3⁹⁵ All have wire leads! TYPES MARKED (*) 2/7.00 \$4.95 ea. 2/9.00

Delta	Freq.	Case
1098F	72 KHz.	HC-6/u
1013F	116 KHz.	HC-6/u
1016F	158.4 KHz.	HC-6/u
1026F	290KHz	HC-6/u
1018F	500KHz.	HC-6/u
1014F	667 KHz.	HC-6/u
1052F	1.536 Mhz.	HC-6/u
1053F	1.728 KHz.	HC-6/u
1099F	2.02752 Mhz	VM-6
1015F	3.5 Mhz.	VM-6
1012F	3.8 Mhz.	HC-6/u
1011F	4.0 Mhz.*	HC-6/u
1008F	5.0 Mhz.*	HC-6/u

High Stability Crystal Oscillator



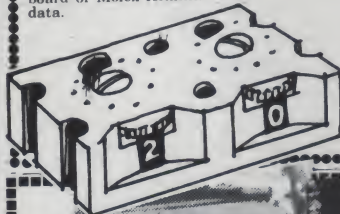
4.9152 MHz

2 for \$26. \$13.95

VECTRON CRYSTAL OSCILLATOR Model CO-231T, complete crystal oscillator module, with tuning option, for accuracy of .0001% Crystal frequency is 4.9152, which divides easily into many frequencies, including 100Hz, 60 Hz, 50Hz, and 1 Hz. We provide data showing the ICs to use to get these frequencies. Current factory price of this module is \$75.00 plus \$10.00 for the tuning option. TTL compatible. Vcc 5 volts. 1 1/2" x 1 1/2" #5581F

A fortunate purchase enables us to offer the best of both worlds. We have been asked for miniature thumbwheel switches & BCD switches. The BCD switch we are offering is both. The two side-by-side switches measure 1 1/2 x 3/4 x 1/2", and 0.1" pins for mounting either in P.C. board or Molex terminal. With data.

DUAL BINARY ENCODED THUMBWHEEL SWITCH



3⁹⁵ ea.

#1096F 2 for \$7.

VIDEO CUBE TV INTER FACE

13⁹⁵

The VIDEOCUBE is an RF Oscillator/Modulator, which can take as its input a composite video signal, such as the output of a TV game, video camera, or video output of a micro or mini computer, and present it to the antenna terminals of a conventional b & w or color TV set, and displaying the information as if it was a monitor. The VIDEOCUBE comes with a 300 ohm output, and a selector switch for switching between TV and Videocube. Videocube: 5 to 12 VDC and draws about 10 mls. Meets all FCC requirements for this type of device, and is so certified. "Complete kit" contains all parts necessary to make an operating Videocube, which includes the p.c. board, the shield, the special switch, special capacitors, coils and balun transformer, plus all resistors, capacitors and diodes. The "partial kit" contains all the hard-to-get parts, and you use your own resistors, capacitors & diodes. The kit comes with complete instructions, circuit diagram and assembly drawings, plus a reprint of the article by GLEN DASH, entitled, "THE VERSATILE VIDEOCUBE", appearing in Aug. Radio Electronics.

□ 5500F	Complete Kit of Parts	\$13.95 (2 for \$26)
□ 5500FP	Partial Kit of parts	\$11.95 (2 for \$22)

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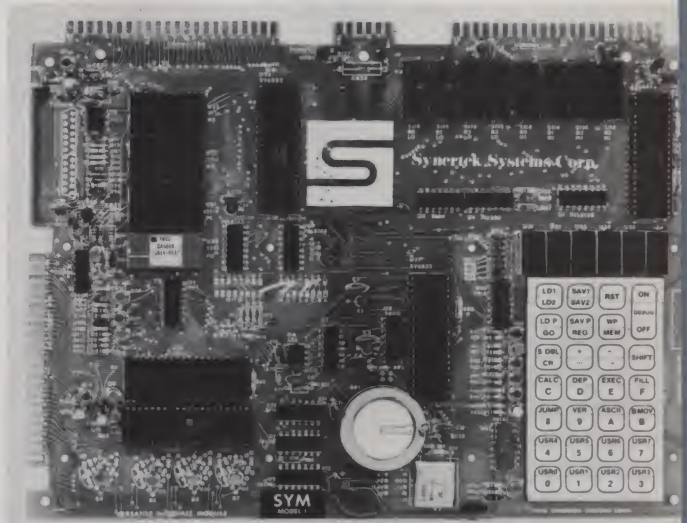
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SYM-1, 6502-Based Microcomputer

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The powerful 6502 8-Bit MICROPROCESSOR whose advanced architectural features have made it one of the largest selling "micros" on the market today.
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- Single 5 Volt power supply is all that is required.
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- USER PROM/ROM: The system is equipped with 3 PROM/ROM expansion sockets for 2316/2332 ROMs or 2716 EPROMs
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 - Full duplex 20mA Teletype Interface
 - System Expansion Bus Interface
 - TV Controller Board Interface
 - CRT Compatible Interface (RS-232)
- APPLICATION PORT: 15 Bi-directional TTL lines for user applications with expansion capability for added lines
- EXPANSION PORT FOR ADD-ON MODULES (51 I/O Lines included in the basic system)
- SEPARATE POWER SUPPLY connector for easy disconnect of the d-c power
- AUDIBLE RESPONSE KEYPAD

*KIM is a product of MOS Technology



Synertek has enhanced KIM-1* software as well as the hardware. The software has simplified the user interface. The basic SYM-1 system is programmed in machine language. Monitor status is easily accessible and the monitor gives the keypad user the same full functional capability of the TTY user. The SYM-1 has everything the KIM-1* has to offer plus so much more that we cannot begin to tell you here. So, if you want to know more, the SYM-1 User Manual is available, separately.

SYM-1 Complete w/manuals	\$269.00
SYM-1 User Manual Only	7.00
SYM-1 Expansion Kit	75.00

Expansion includes 3K of 2114 RAM chips and 1-6522 I/O chip.

SYM-1 Manuals: The well organized documentation package is complete and easy-to-understand

SYM-1 CAN GROW AS YOU GROW. Its the system to BUILD-ON. Expansion features that are soon to be offered:

8K Basic ROM	\$159.00
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SPECIALS—Good November 1978 to January 1979 ONLY

No. 1 The Huddle

SYM-1 Microcomputer	\$269.00
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Special	\$295.00

No. 2 The Line-up

SYM-1 Microcomputer	\$269.00
VAK-1 Motherboard	129.00
VAK-EPS Power Supply	125.00
List	\$523.00
Special	\$495.00

No.3 The Second-half

VAK-1 Motherboard	\$129.00
VAK-4 16K RAM Board	379.00
VAK-EPS Power Supply	125.00
List	\$633.00
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No. 4 The Whole Game

SYM-1 Microcomputer	\$269.00
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VAK-EPS Power Supply	125.00
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AND HAPPY NEW YEAR**

Our money-back guarantee: If, for any reason you wish to return any board that you have purchased directly from us within ten (10) days after receipt, complete, in original condition, and in original shipping carton; we will give you a complete credit or refund less a \$10.00 restocking charge per board.

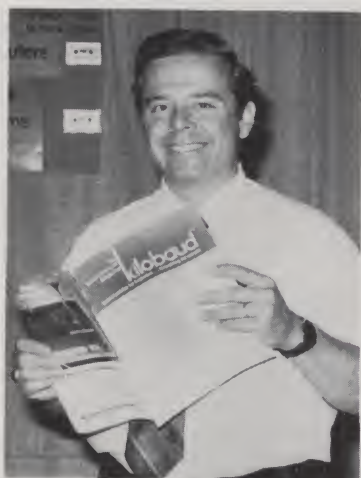
VAK-4 Fully populated 16K RAM \$379.00

VAK-8 Prototyping Board	\$49.00
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VCP-1 Power Supply	\$41.50
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This pretty lady hails from Fullerton, California, and brightens up any show that she attends. She offers S-100 products to the industry . . . at the lowest prices. If you spent any time at PCC78 in Philadelphia, then you couldn't have missed our mystery lady.



LAST MONTH'S MYSTERY READER

If you guessed Ron Troxell, of Microsette Co., then you go to the head of the class. Ron and his associate produce short length cassettes for home and hobby computers, and provide duplication services for PET and TRS-80 programs.

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KB BOOK NOOK

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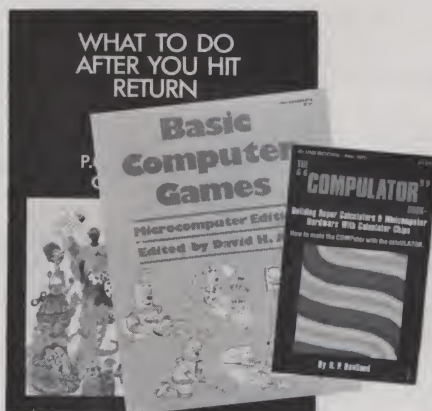
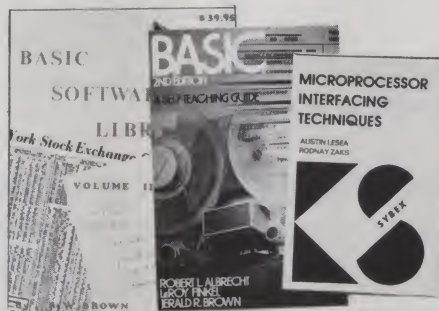
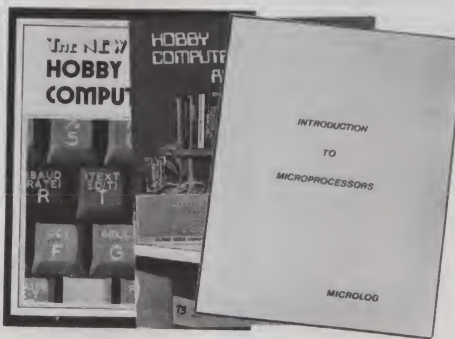
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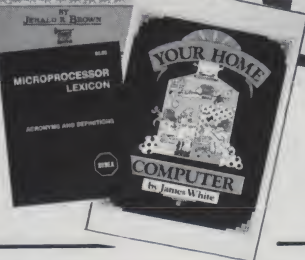
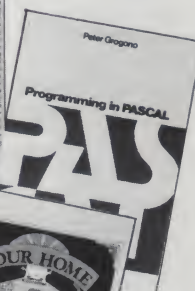
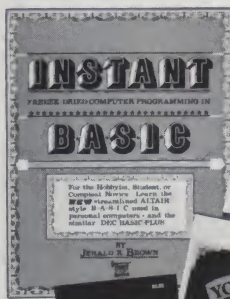
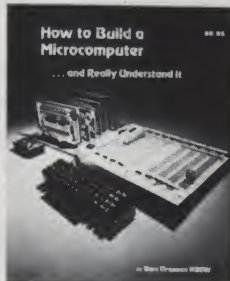
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